Star Wars

Nintendo 64

Darkstalkers

PlayStation

Super Mario RPG

Super NES

Battle Arena Toshinden 2

PlayStation

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THE #1 VIDEO GAME MAGAZINE

issue 91

First Look!

RESIDENT EVIL

evil invades the playstation

40 Sneak Previews!

- X-Perts
- Magic Carpet
- Crash Bandicoot

Strategy Blowouts!

- Soul Edge (Arcade)
- Loaded (PlayStation)

50 Reviews!

- Descent
- Return Fire
- Clockwork Knight 2
- Street Fighter Alpha

Hands-On!

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • 3DO • Neo•Geo • Arcade • Handhelds • PC

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April 1996
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Are 16-Bit Games Dead?

K2 Killer Instinct 2

New Moves!

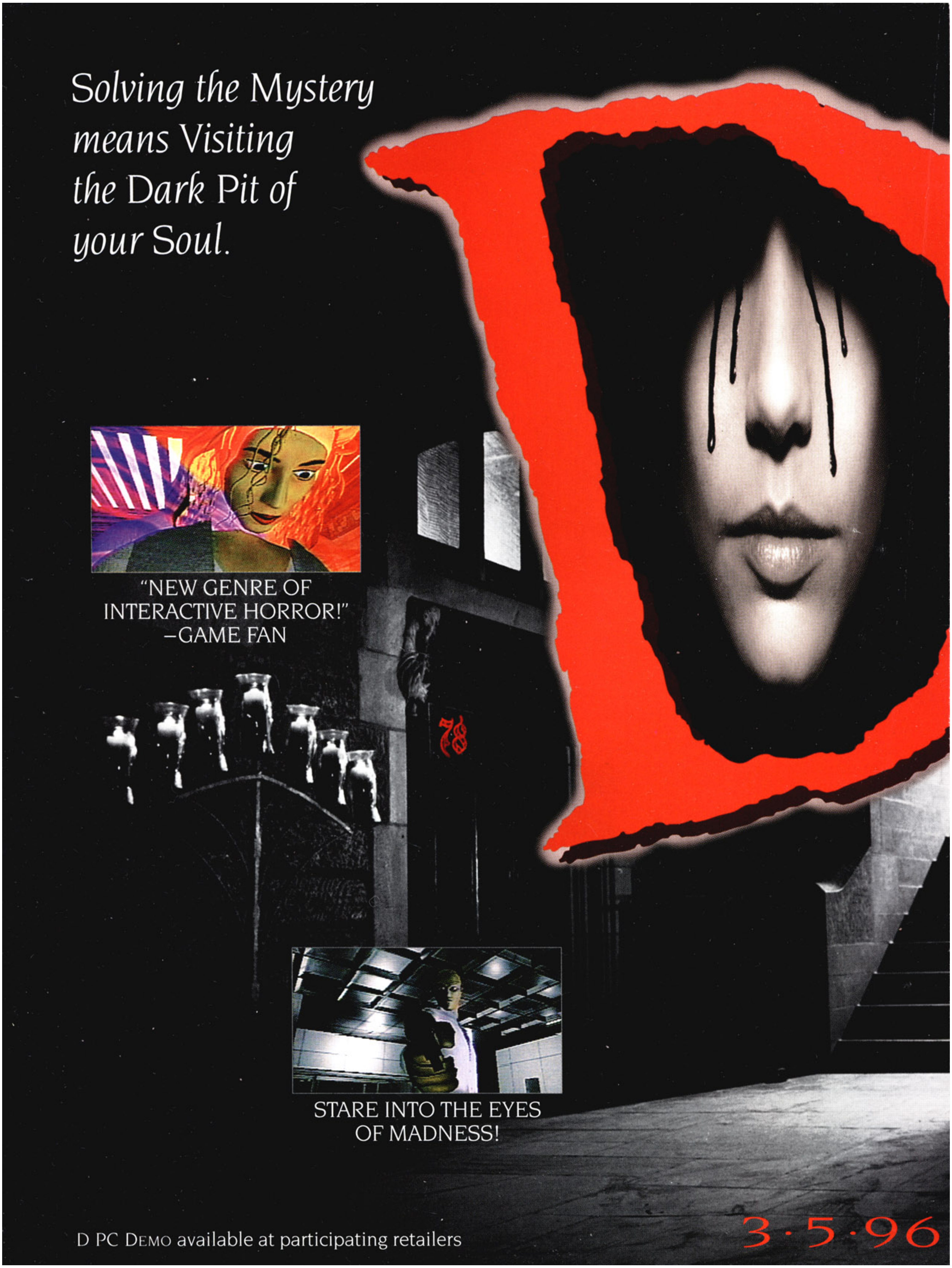
New Characters!

Nintendo 64 GAMES!

Super Mario 64

Pilotwings 64

Star Fox 64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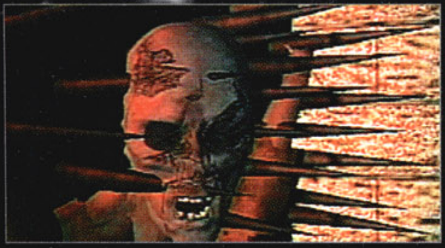

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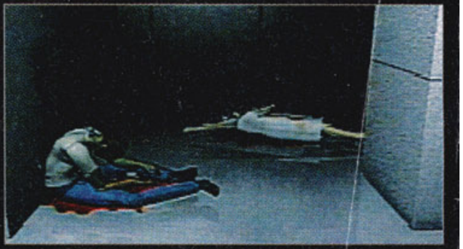

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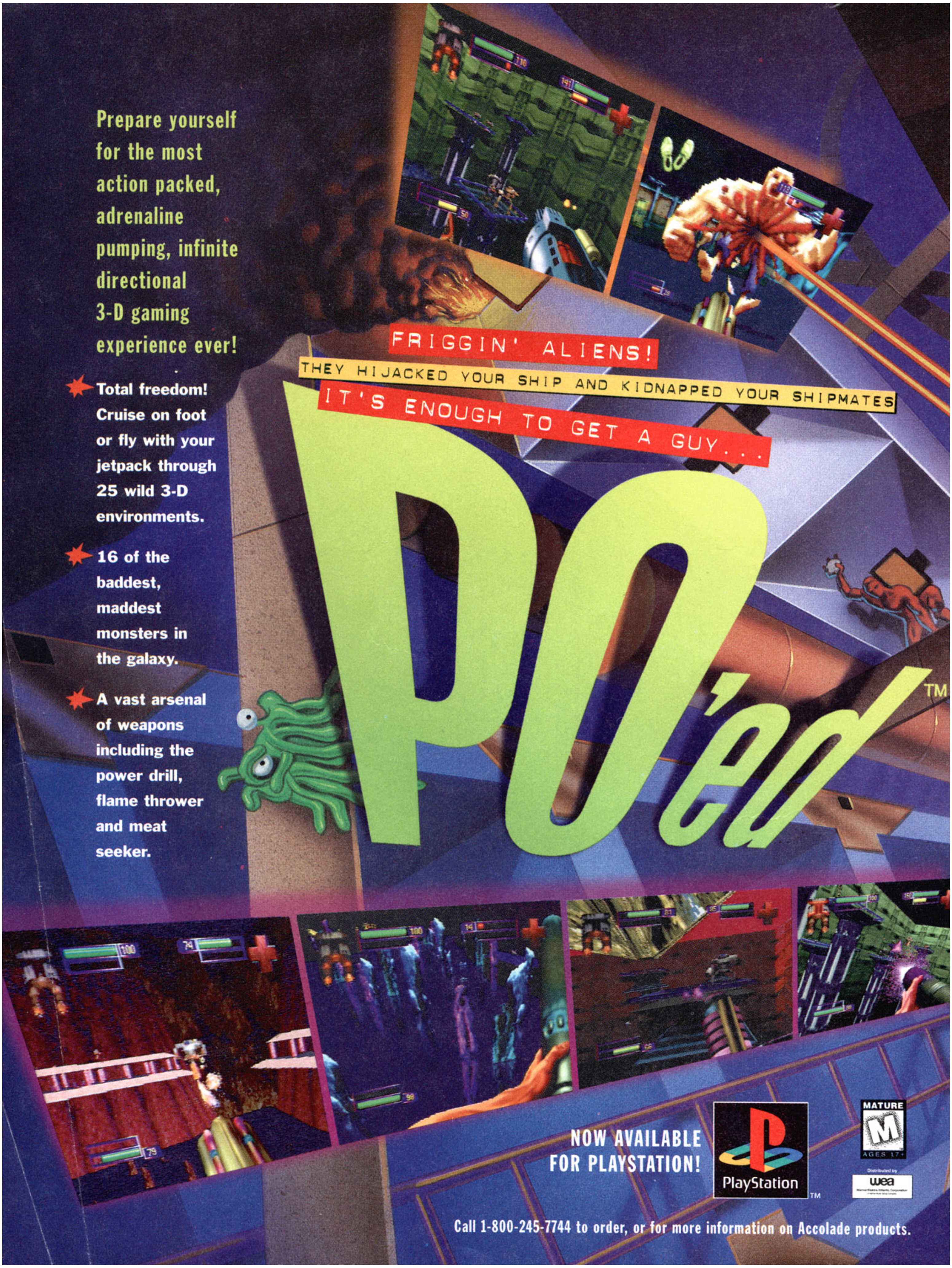

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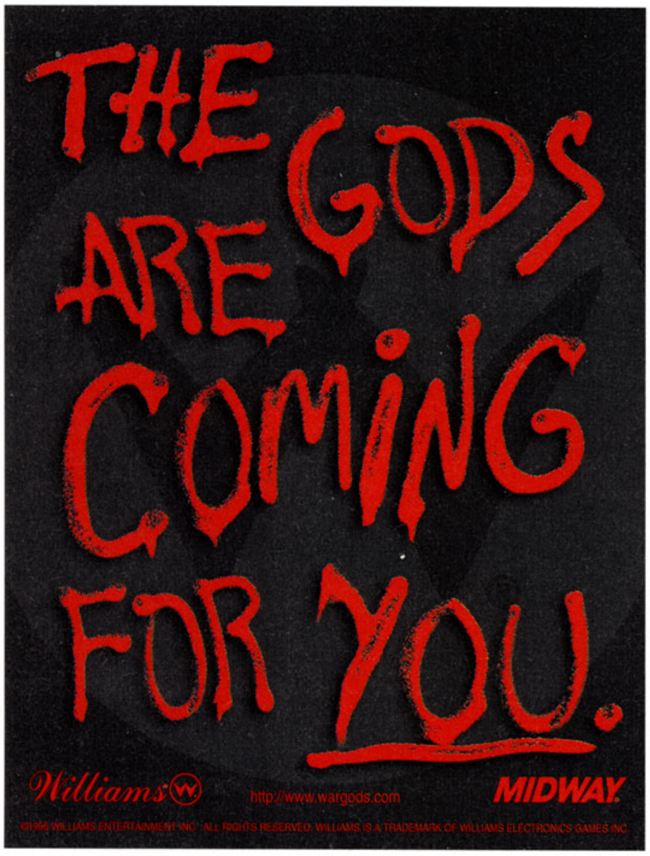

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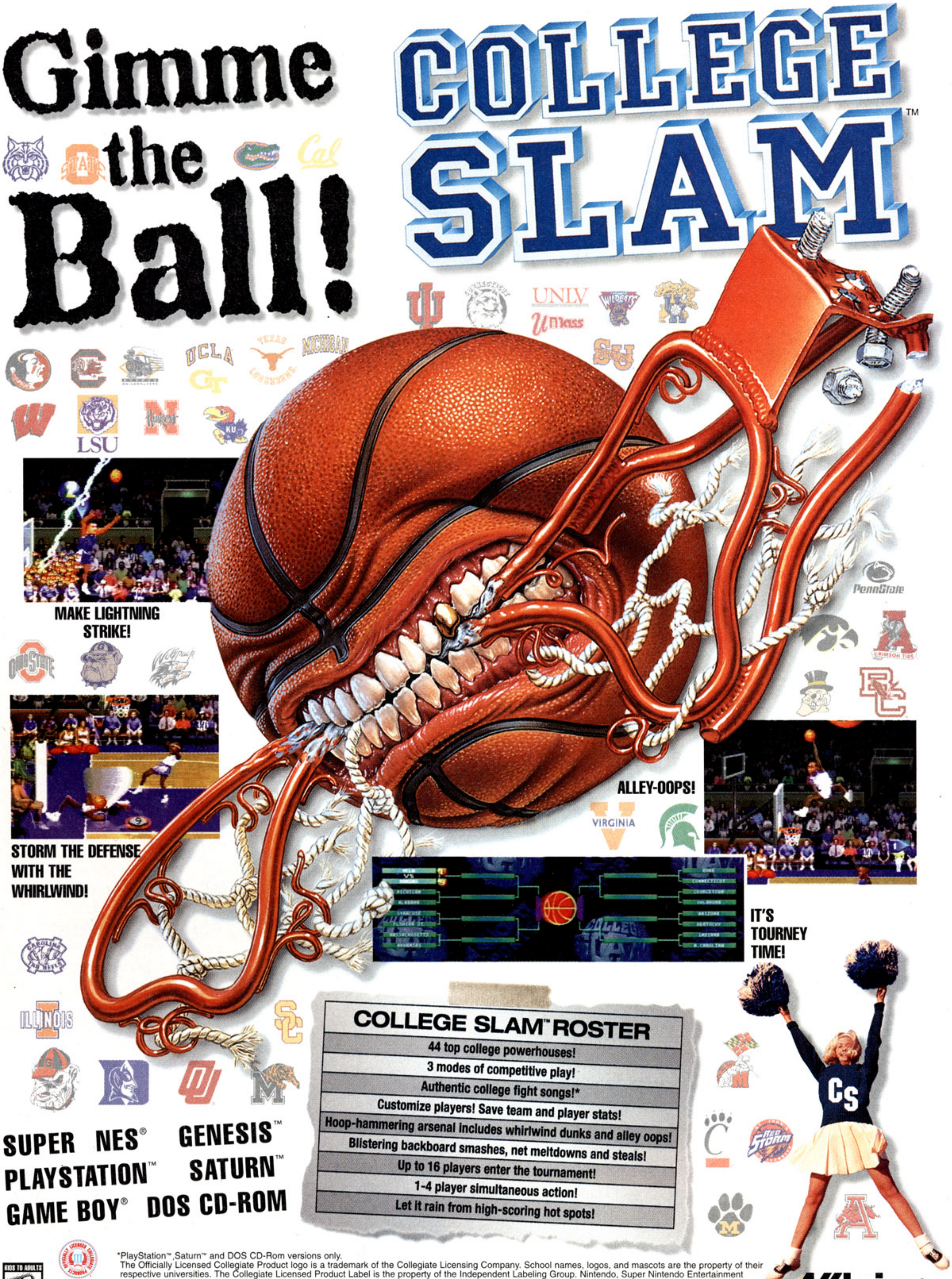
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CONTENTS

GamePro • April 1996

GAMEPRO

First Look! RESIDENT EVIL

40 Sneak Previews!

Strategy Blowouts!
- Soul Edge (Arcade)
- Loaded (PlayStation)

50 Reviews!

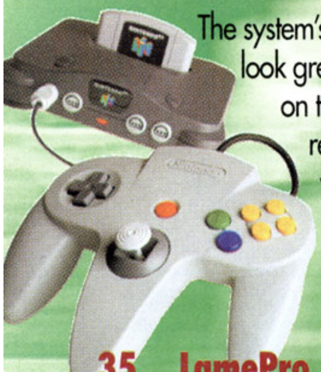
Are 16-Bit Games Dead?

New Characters!

New Moves!

Features

28 Nintendo 64 Is Coming!



The system's late, but the games look great! Load up on news on the ~~Ultra~~ Nintendo 64's revised launch date, as well as a rundown of key titles.

COVER FEATURE

32 Creating Evil Incarnate: The Making of Resident Evil

Something evil this way comes…to the PlayStation. Here's how Capcom made its new run-n-gun strategy game a terrifying experience.

62 Resident Evil ProReview

35 LamePro

WARNING: If you or any member of your family is caught reading LamePro, the editors of *GamePro* will deny any knowledge of its existence!

LAMEPRO

Previews!

ReReviews!

Spock Goes to Hollywood

44 Where Are All the 16-bit Games?

The list of Genesis and SNES games for 1996 is small but intriguing. A look at how the year is shaping up for 16-bit games.

104 SWATPro Strategy Section

The Fighter's Edge Presents

Soul Edge ProStrategy Guide (Arcade)

Be a Soul survivor! Basic countermoves, defenses, and recoveries, plus special moves for eight fighters.

Loaded ProStrategy Guide (PlayStation)

In February, our shooters' guide wiped out the first four levels, so it's time to re-Load for Levels 5 through 8.

Killer Instinct 2 (Arcade)

Special moves, combo breakers, and super moves for the three new characters. Page 59.

Breath of Fire II ProStrategy Guide, Part 3 (SNES)

Take a deep breath and fire up for the three endings! Page 100.

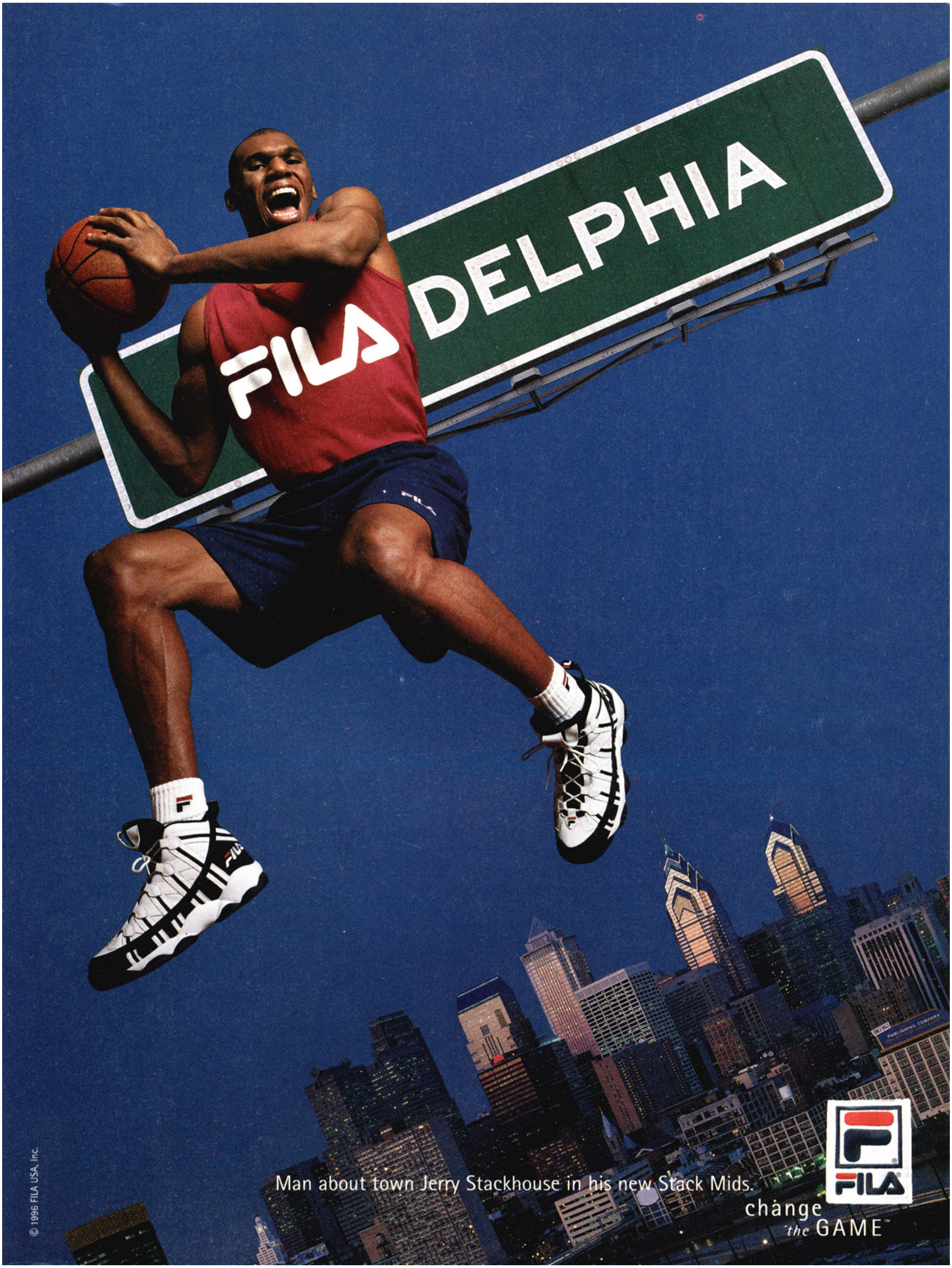
SWATPro

A load of codes and passwords for Loaded, Earthworm Jim 2, Vectorman, Samurai Shodown III, Toy Story, and more.

Open Ice Codes (Arcade)

Big heads, big puck, and more!

Cover: Courtesy of Capcom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Man about town Jerry Stackhouse in his new Stack Mids.

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CONTENTS

GamePro • April 1996

Resident Evil! Page 62.

ProReviews

62 PlayStation
62 Resident Evil
64 Darkstalkers
66 Descent
68 Return Fire
70 The Hive
70 Assault Rigs
72 Road Rash
72 Revolution X
72 Philosoma
88 In the Hunt
88 Space Griffon
88 A Train
88 X-Com
89 Geom Cube

74 Saturn
74 Street Fighter Alpha
76 Clockwork Knight 2
78 Mortal Kombat II
78 D
80 Skeleton Warriors
80 Darius Gaiden
81 The Horde
81 Defcon 5
81 Revolution X
88 Hi-Octane
89 Sim City 2000

82 3DO
82 Star Fighter
82 Johnny Bazookatone
82 Cyberdillo
82 Iron Angel of the Apocalypse: The Return
88 BattleSport

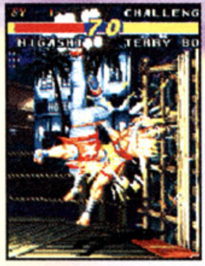
84 Neo•Geo
84 Real Bout Fatal Fury
89 Puzzle De Pon

85 Jaguar
85 Defender 2000
85 Atari Karts
88 Supercross 3D
89 Zoop

Darkstalkers! Page 64.

Street Fighter Alpha! Page 74.

FIFA Soccer '96! Page 92.



Real Bout Fatal Fury! Page 84.

85 Jaguar CD
85 Primal Rage
85 Myst
89 Baldies

86 Portable Systems
86 Virtual Golf (Virtual Boy)
86 Vertical Force (Virtual Boy)
86 FIFA '96 (Game Boy)
86 Frank Thomas "Big Hurt" Baseball (Game Boy)
86 Madden '96 (Game Boy)
86 Frank Thomas "Big Hurt" Baseball (Game Gear)
86 Madden '96 (Game Gear)

89 Super NES
89 Frantic Flea

89 32X
89 Spider-Man: Web of Fire

92 Sports Pages
92 FIFA Soccer '96 (Saturn)
92 NFL Quarterback Club '96 (Saturn)
93 Hang On GP (Saturn)
93 PGA Tour '96 (SNES)
93 Fever Pitch Soccer (Jaguar)
93 World Cup Golf (Saturn)
94 College Slam (SNES)
94 College Slam (Genesis)
94 Sports Insider Previews: Slam 'N Jam '96, NBA Shoot Out, NHL Powerplay '96, VR Soccer '96, The Show, HardBall 5, Bottom of the 9th, Dream Team '96

98 Role-Player's Realm
98 Death Keep
98 King's Field
99 Lucienne's Quest
99 Future Fantasies: Shining Wisdom, Iron Storm, Kingdom II: Shadoan
100 Breath of Fire II ProStrategy Guide, Part 3

Killer Instinct 2! Page 59.

DEPARTMENTS

12 Letter from the GamePros

12 The Mail

13 GamePro Gallery

14 Buyers Beware
The questions most asked by consumers.

16 ProNews
Atari's in big trouble, but Final Fantasy's coming to the PlayStation.

20 GamePro Online
Midway's hot arcade game, Wargods, gets a Web site.

22 The Cutting Edge
Network computers specialize in online action.

24 GamePro Labs
Flightstick special! The Analog Joystick (PlayStation) and the Mission Stick (Saturn).

40 Overseas ProSpects
Sneak peeks from abroad at Toshinden 2, Kirby Super Deluxe, and more!

44 Short ProShots
Previews of X-Perts, Magic Carpet, Crash Bandicoot, Super Mario RPG, and more!

58 Hot at the Arcades
Killer Instinct 2 and Time Crisis

52 PC GAMEPRO
Previews of Diablo, Whiplash, NBA Live '96, and more!

1P
101001
TOP
101001
85102
2P
KO
63
Demitri
Victor
Special
Special

1P
65001
TOP
65001
18322
2P
KO
65
Felicia
Bishamon
Special
Special

1P
4601
TOP
10000
2501
2P
KO
37
Morrigan
Bishamon
Special
Special

1P
2900
TOP
38400
38400
2P
KO
71
Demitri
Rikuo
Special
Special

History's most feared monsters and mutants are bolting from the arcade in search of a dark arena for their next midnight fight for supremacy. Victor's coming over with his shocking Thunderstrike. Felicia's tracking in plenty of dirt for her Litterbox Kick. Bishamon is swinging by his razor-slashing Divider. All the evil powers and devastating moves of the ten DarkStalkers you've come to fear are headed your way. Along with hidden special moves, mid-air blocks and super fatal blows to make your PlayStation™ smoke. So leave a light on for the DarkStalkers. And take down your dad's bowling trophies. Raptor's Flying Saw Blade has been slicing a little wild lately.

DarkStalkers™

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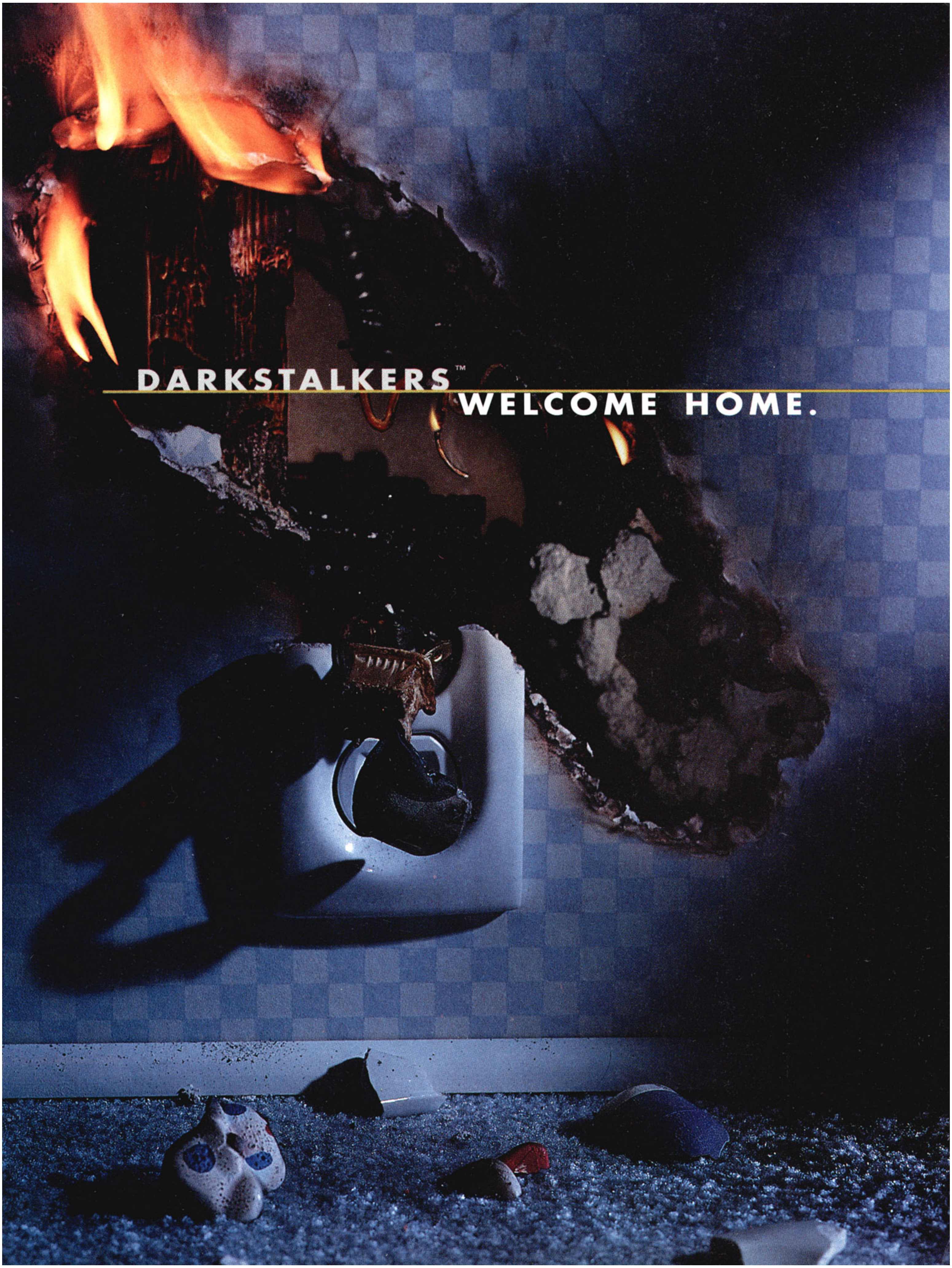
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When Ads Go Bad, Readers Get Mad

Major companies like Nintendo, Sega, Time Warner Interactive, Acclaim, and Electronic Arts spend millions of dollars each year promoting their products. Unfortunately, not all of those dollars get positive results.

We've received hundreds of letters in the past year from angry readers who were disgusted by what they saw in print ads. Josh Peterson and Jim Mayfield identify one culprit in their adjacent letter: Sega. Sega has attacked Nintendo in its ads for years, and for a while the ads worked. Sega managed to pull even with the reigning video game champ back in 1993–'94. Its aggressive MTV-style ads with an attitude even forced Nintendo to reply in kind, resulting in Nintendo's confrontational SNES vs. Genesis comparisons that ran in 1994.

By far the most complaints we received were for three ads that ran in the last half of 1995. Kemco's "say no to crack" butt photo for Virtual League Baseball was deemed too disgusting by most readers, and Crystal Dynamics' "bug food" Gex ad bugged readers who thought the toothy closeup was tasteless. The all-time leader in ad complaints? When readers got a whiff of Nintendo's noxious EarthBound ad in our September 1995 issue, they flooded our hallways with ink about the stink. The message here was that magazines should be sent without scent.

On the positive side, Sony has generated months of curiosity with its "Enos Lives" campaign. We discussed the ongoing mystery in our December '95 issue; more ideas are given on this page. Lacking an identifiable mascot à la Mario or Sonic, Sony needed something enticing to drum up interest in its new 32-bit PlayStation. It seems to have struck a mild chord with Enos, whoever that is, and the company did it without offending any readers, insulting another company, or filling the room with toxic gas. For many readers, that qualifies Enos as a modern-day advertising hero. As far as ads go, maybe ENOS stands for Every New Organization's Standard.

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San Mateo, CA

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THE MAIL

GamePro Readers Speak Out!

Ad Wars

Why is Sega always ripping on its competitors? Proof: Who could forget "Genesis does, Nintendon't"? Or recent ads criticizing Sony? Sega should grow up a little!

Josh Peterson &
Jim Mayfield
XBand

The Unknown Gamer replies:

Good point, guys! See our adjacent "Letter from the GamePros" for more on this subject that has readers so riled up.

I think I figured out the "Enos Lives" mystery that's mentioned in "The Mail" (December 1995). Just turn the words backwards and you get "Sone Sevil"; change the first "e" to a "y," move the second "s," and it reads "Sony's Evil."

Sega fan
Magna, VT

Coach Kyle replies:

We've had many guesses from readers about Enos, most pointing out that "Enos" spelled backwards sounds a lot like Sony. As for "Sony's Evil," we're not sure why Sony would want to brag about that in its own ads. Check out the next guy's wild suggestion.

I believe I know what "Enos" in "Enos Lives" means. Enos was a chimpanzee launched from Cape Canaveral aboard an Atlas 5 rocket in 1961. Maybe he still lives.

Mike Sullivan
Franklin, OH

Toxic Tommy replies:

Maybe, but the only chimps we could find that were launched in 1961 were named Ham and Sam. Either way, after 35 years, none of them would still be alive.

Cart Queries

I beat Madden '96 with the Raiders and then saw a bunch of letters at the end screen. What do those letters stand for?

Porter Johnson
Internet

Air Hendrix replies:

Those letters are "BYBYLA," short for "Bye-bye, Los Angeles." The Raiders left L.A. for Oakland last summer.

Will there be a Final Fantasy IV?

Eric Johnson
Internet

Scary Larry replies:

A Squaresoft spokesperson says that FF IV will be out for the Ultra 64 sometime later this year. This contradicts what we reported earlier (see "ProNews," December 1995), when we identified the U64 game as FF III, which was what we had originally been told. The spokesperson added that no new FF games are being planned for the SNES at this time.

Is Electronic Arts going to make Road Rash for the Super Nintendo?

Ken White
Mastic, NY

Captain Squideo replies:

No, but T•HQ is planning to. Super RR is tentatively due out by next Christmas.

Is Sony planning on having any RPGs for the PlayStation?

Josh Hess
Charleston, WV

Doctor Devon replies:

Yep, here are three that are coming any minute now: Sentient, Myst, and Chronicles of the Sword.

The Magazine Biz

I am responding to Kevin Flint's letter (see "The Mail," January). You responded to his letter, which questioned your coverage of Neo•Geo games, by telling him that you still need to review Neo•Geo products. I dare you to find one person who owns a Neo•Geo; if you find one, I'll rest my complaint.

"DKiel63024"
Internet

Tommy Glide replies:

We received an equal number of letters supporting and criticizing Kevin's idea of cutting out our Neo•Geo ProReviews. Read on!

RE: Kevin Flint's letter in your January issue complaining about the space you devote to games for smaller systems. Is he crazy? I admit, the majority of gamers play either SNES, Genesis, Saturn, or PlayStation instead of the Neo•Geo CD or any other lesser-known systems. But I own a Neo•Geo, and the tiny Neo•Geo section of your magazine is the main reason I buy it! You were correct in rebutting Kevin's letter.

"OmegaKyo"
Internet

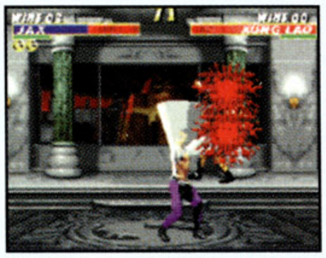
Reader Report

April's question: Ultra 64 games may cost over $100. What's the absolute most you would spend for a game for the system you own, if you knew in advance the game was going to be great? Send your dollar figure to the mailing address listed below, and we'll average 'em and report back in an upcoming issue.

December's Answer:

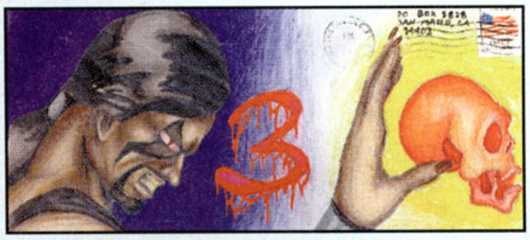
Here's the tally for the Reader Report question we posed in the December '95 issue, where we asked: What's your favorite MK 3 fatality, Babality, or Animality?

The readers have spoken: It's Sheeva's Skin Ripper, followed closely by Smoke's Bomb Snack, and Jax's Slice-n-Dicer.



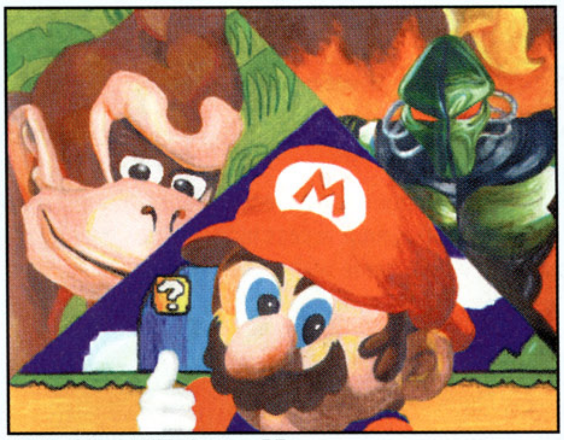
On the Genesis, hold Block, then tap Up, Down, Toward, and Up to execute Jax's third-place fatality.

GAMEPRO GALLERY

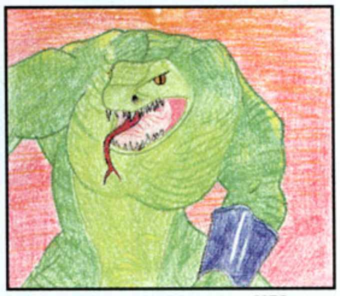


Anonymous
Jacksonville, FL

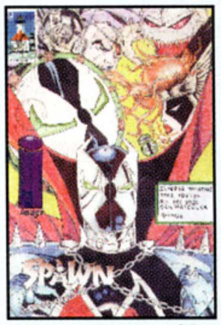
Pick of the Month



Kalila Gilbert, Wilmington, DE



Bobby Moats, Bridgeport, WV



"Victor," Macon, GA

PRIZE!
This month's winning artist will receive a GamePro T-shirt!

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

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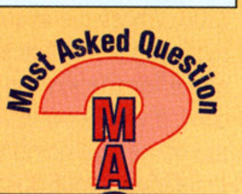
BUYERS BEWARE

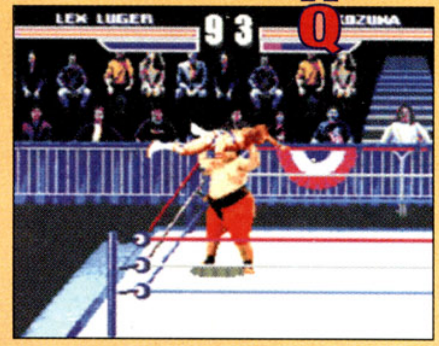
By The Watch Dog

This month we're featuring MAQ Daddies: The Most Asked Questions in "Buyers Beware." We get a ton of mail, but certain questions come up again and again. If we print your MAQ, you receive a free *GamePro* T-shirt, so keep those letters coming!



Q: Last month I bought WWF Wrestlemania: The Arcade Game for the Genesis. Then I read in some books that you could be a special character if you beat the game with all the people and without turning off the power. I did what it said, but the trick didn't work. What's up with that?

Chris Miller
Houston, TX



Wrestling with a rumor

A: **An Acclaim Customer Service representative states:** It's a rumor that we've also heard, but rest assured it is just a rumor. You cannot access hidden characters by playing through the whole game with each of the wrestlers.

Q: I'm a 23-year-old Sega player, and have had a Sega system for years. I recently purchased the 32X and the CD player to update my system. Are the CD or cart games compatible with the Saturn? Someone told me that the carts would be because of the slot in the back of the Saturn.

Roger S. Pragle
Springwater, NY

Compatible company?

A: **The Watch Dog states:** The slot in the back of the Saturn is currently being used for the Saturn memory cart (see "GamePro Labs," October 1995). The Sega CD games are not cross-compatible, and Sega has no plans to make games that work on both systems.

Q: I loaned my copy of The Legend of Zelda: Link's Awakening to my friend and then he moved, along with my game. I can't find a store or catalog that sells it. One store said they stopped selling it altogether. Can you help me?

Nathan Thistle, Bemidji, MN

A: **The Watch Dog states:** We had no problem locating a copy of the game. How did we do it? By checking our advertisers in the back of the magazine. As of this writing, Funco Inc. had a copy for $17.99 (not including shipping and handling). Try them at (612) 946-8101. Now that you've replaced the game, it's time to replace that friend.

Q: I have Mortal Kombat 3 for the Genesis. Now Williams is making an Ultimate MK 3 with Scorpion, Kitana, Jade, and Reptile. Why are they ripping us off like this?

Ryan Dusseau, Erie, MI

Quit your griping

A: **The Watch Dog states:** Most companies will always try to improve on their products, which benefits all gamers. If this weren't the case, people would still be playing Pong.

Q: I was planning to buy a PlayStation sometime this year, but before buying it, I wanted to rent one first from Blockbuster Video. Renting a PlayStation was $14.99, plus a $400 deposit. That's expensive. Why is there is a $400 deposit on a $300 system?

Matt Puskas, Fairfield, CA

A: **A Blockbuster representative states:** The system's base price is $300, but the exclusive rental deal from Blockbuster includes the rental of two games, which accounts for the "extra" $100.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Send your product complaints to:

GamePro*'s Buyers Beware*
P.O. Box 5828
San Mateo, CA 94402

E-mail us your product complaints through America Online
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ON SEPTEMBER 30th, DINOSAURS WILL FLY!

Because on that day, the home entertainment world starts spinning at 64 bits — faster than any video game system or personal computer ever made. Live your dream: Nintendo 64 and its revolutionary 3-D controller will send you as far into the game as you dare to go. Over the top. Out on the edge. Choose your hero: *James Bond, Ken Griffey, Jr., Super Mario*. Or even *Darth Vader*. You'll find them on games exclusive to Nintendo 64. Players will rock. Competitors will weep.

Is it worth the wait?

Only if you want the best!

NINTENDO 64

Nintendo®

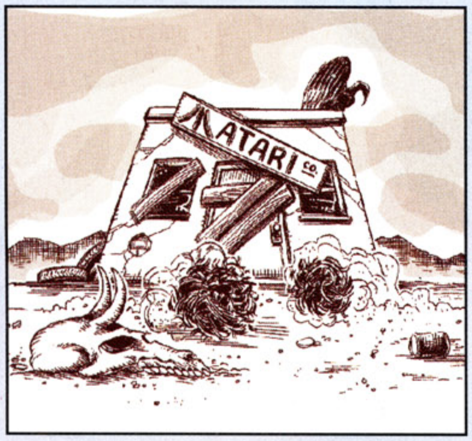
PRONEWS

April 1996

Atari Teeters on Grave's Edge

Atari Corp.'s President of North American Operations, Ted Hoff, has abruptly resigned amid reports that the company is about to depart the video game business. Hoff's sudden resignation follows the layoffs of 20 Atari engineers, testers, producers, and other employees.

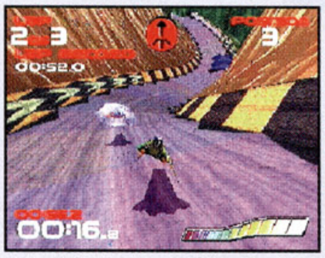
In a story published in Hollywood's *Daily Variety*, Hoff said he resigned because of the direction the company was taking with the layoffs: "It was an indication that Atari's long-term intentions were not to continue in pursuit of video game developing or publishing, neither for Jaguar nor Atari Interactive." Those employees left, he said, don't constitute "the ranks you would need to continue in the video game industry."



Atari reps officially maintained that it will continue to invest in its Jaguar and Jaguar CD, and in January cut the Jag's price again to $99. But unnamed sources suggested that Atari hardware and software is no longer being manufactured and that there are plans for Atari to abandon its office within a month.

Psygnosis To Make Saturn Games

Psygnosis, which developed 32-bit games exclusively for the PlayStation for the last two years, will begin publishing **Saturn** games even though it's wholly owned by Sony. Saturn versions of **Wipeout**, **Destruction Derby**, **3D Lemmings**, and **Discworld** are due by mid-1996. Psygnosis also announced that it will now publish games on any "commercially attractive" system, so expect to see its games on other platforms in the future.



After helping launch the PlayStation, Psygnosis will now bring games like Wipeout to the Saturn.

INDUSTRY PULSE

16-Bit Surge

Catching the leading video game companies offguard, sales of 16-bit hardware and games far outpaced 32-bit sales during the recent holiday season. The **Genesis** and **SNES** clocked in with combined sales of 4 million in 1995, according to a story in *The Wall Street Journal*, while combined sales of the Saturn and PlayStation barely topped 1 million (see "ProNews," March).

Many consumers found the next-gen systems too expensive, according to the *WSJ* story, so they headed straight for the 16-bit racks, snapping up consoles and top titles like DKC 2 and Vectorman. **Sega** and **Nintendo** both reported that if they had better anticipated the 16-bit demand, they could've sold another 200,000 Genesis and SNES units each by having a greater supply on hand.

This shift in the market affected other prominent companies as both Acclaim and The 3DO Company checked in with poorer-than-expected financial performances in their recent fiscal quarters. These sluggish 32-bit sales also posed problems for smaller firms like Digital Pictures, which laid off 30 employees after tough holiday sales. Williams,

Inside Scoop

Sega Shuffles Staff and Systems

On the same day that Nintendo formally announced the delay of the Nintendo 64 (see Special Feature, "Nintendo 64 Is Coming" p. 28), **Sega of America** announced some discouraging changes of its own. As of February 1, its staff was cut by 10 percent, which translates into layoffs of about 40 people. Sega spokesperson Terry Tang downplayed the layoffs, saying, "It's a relatively small reduction in our workforce...The past Christmas season was disappointing to everyone in our industry, and we're not the only company that has had to cut back."

Tang added that Sega underwent the reorganization so it can "focus more clearly on the Saturn, Genesis, and Pico." Conspicuously absent from her list are the Sega CD, 32X, and Game Gear. Tang confirmed that Sega will not make new **Sega CD** games and will release only two **32X** games this year: **Spider-Man: Web of Fire** and **World Series Baseball**. However, Sega still plans to promote the 32X as an affordable upgrade to the Genesis and a viable alternative to the Saturn. As for the **Game Gear**, about ten titles are in the works this year, including a fall release of **Virtua Fighter**.

Final Fantasy Set for PlayStation

Square of Japan, creators of Final Fantasy, Secret of Mana, and other top RPGs, became a **PlayStation** licensee in early February. Its first PlayStation title will be **Final Fantasy VII**, which will utilize 3D polygonal graphics. FF VII's scheduled for a late '96 release in Japan as a two-CD set.

At press time, Square's U.S. division would not comment on whether the game will be released in the States, but a U.S. version seems highly likely given the popularity of the series. Square will also develop **PC games** exclusively for the North American market; it's rumored that the long-lost **Final Fantasy V** will launch its new PC line.

however, hung tough, reporting a strong performance in its latest quarter based on sales of Doom and MK 3.

With 30 times more 16-bit hardware in U.S. homes than 32-bit hardware, these changes will surprise few gamers (check out our 16-bit update and calendar in "Short ProShots"). Some game companies are beginning to respond to this new climate of 16-bit interest; Sega, for example, has promised to continue supporting the Genesis throughout 1996. But the release of the Ultra 64 and perhaps an M2-based system will truly set the tone for 1996, so the turmoil has only just begun in what will certainly be another tumultuous year for gaming.

News Bits

- Upcoming games: **Playmates** reeled in **Battle Arena Toshinden** 2 in the U.S., so expect a May release on the PlayStation and Saturn. **GT Interactive** snared the rights to publish **Quake** (id Software's Doom follow-up) on the PC and 32- and 64-bit systems; the first version will be released in the fall. Late this year Gex fans can look forward to **Gex 2**, which will once again star the voice of comedian Dana Gould. Finally, **Bitmap Bros.** is busy developing a sequel to **Soldiers of Fortune** for the PlayStation and Saturn, but a release date wasn't scheduled at press time.

SPECIAL MOVE
High Fierce Energy Attack
<<Top Secret optical module charged...
<<Activating...

Can't get enough of Killer Instinct? Topps is releasing a KI card game to keep all you combo freaks busy. Check your local game stores if you're interested.

- Late in January, the video game industry's premiere show, the **Electronic Entertainment Expo**, sold out of exhibition space. With all the industry's leading companies present, attendees of the May 16–18 show can expect an early look at the hot games of 1996, including the first wave of Ultra 64 games.
- **Sega** named a winner of its Play To Win sweepstakes, which awarded $25,000 to the first gamer who was lucky enough to buy and finish a special version of Vectorman. Keola Kaula, a 12-year-old from Albuquerque, New Mexico, went home much richer after starring in a Sega commercial in January.

BLOCKBUSTER VIDEO april HOT SHEET

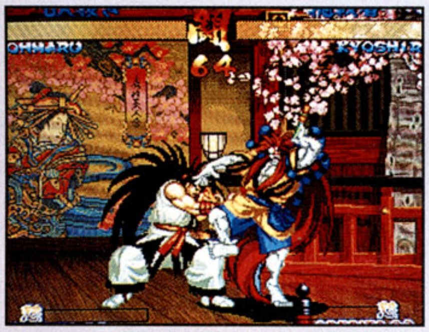
PlayStation	Saturn	Genesis	Super Nes
1. Krazy Ivan	1. Mortal Kombat II	1. College Slam	1. College Slam
2. Assault Rigs	2. Sega Rally Championship	2. Pocahontas	2. NBA Live '96
3. Rise 2: Resurrection	3. Virtua Fighter 2	3. NBA Live '96	3. Toy Story
4. Loaded	4. Virtua Cop	4. Toy Story	4. Mega Man X3
5. D	5. NHL All-Star Hockey	5. Gargoyles	5. Donkey Kong Country 2
6. Cyberia	6. Toshinden Remix	6. Revolution X	6. PGA Tour '96
7. Project Overkill	7. Off-World Interceptor Extreme	7. Earthworm Jim 2	7. Revolution X
8. Street Fighter Alpha	8. Ghen War	8. PGA Tour '96	8. Final Fight 3
9. In the Hunt	9. College Slam	9. Spot Goes to Hollywood	9. Gargoyles
10. College Slam	10. Virtua Racing	10. Aaahh!!! Real Monsters	10. Aaahh!!! Real Monsters

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to get the latest video game news.

SNK Signs with Sony, Sega in Japan

Providing a boost for Neo•Geo fans, **SNK** announced that it will develop games for two Japanese systems more prevalent than its own Neo CD: the **Saturn** and **PlayStation**. SNK also announced that its latest arcade hits will be ported over to both systems in Japan. The King of Fighters '95, Samurai Shodown III, and the new Real Bout Fatal Fury will be released for the PlayStation, and titles of equal caliber will also appear on the Saturn. In addition, SNK announced it will also work on a 3D game that takes advantage of the PlayStation's polygon-crunching power.



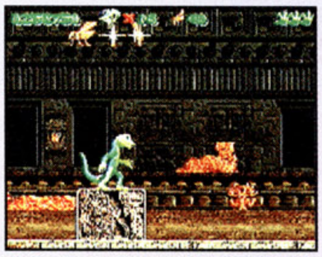
Will Samurai Shodown III slice up the PlayStation in the U.S.?

But U.S. gamers shouldn't get their hopes up right away. An SNK of America representative would not comment on whether a similar agreement would take place domestically. Considering the revenue-generating potential of releasing such popular games on the new systems, however, a U.S. deal could be just down the road. Stay tuned for updates in future issues as this situation develops.

In other SNK news, the new double-speed **Neo•Geo CDZ** was released in late December in Japan. Featuring a more compact design, the CDZ's technical specifications otherwise remain unchanged from the Neo CD, but those load times will certainly be less painful. The CDZ's street price in Japan is 44,000 yen (about $440), considerably more than the older unit's 25,000 yen ($250) street price. SNK of America also would not comment on whether the CDZ would appear in the U.S.

More Games for Windows 95

Microsoft's amassing game support for its fledgling operating system, Windows 95, by signing on four new developers. **Crystal Dynamics** will port over Gex by late fall, and **Atomic Games** will release its new World War II strategy game, Close Combat, in the summer. **Rainbow America**, the developer of The Hive, has committed to work on an underwater action game, while **Terminal Reality**, which made Microsoft Fury^3, plans to release an off-road racer and several other unnamed titles. G



Crystal Dynamics' goofy gecko, Gex, will slither onto Windows 95.

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Super Mario World 2®.

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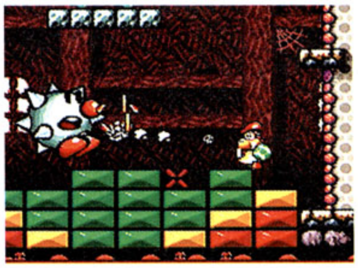
SUPER MARIO WORLD 2
YOSHI'S ISLAND
SUPER NINTENDO

Mario's back in his biggest adventure yet.

Four years in the birthing, and now this bambino comes kicking and screaming into the world of Morphmation graphics. A Nintendo brainchild that allows the characters and backgrounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



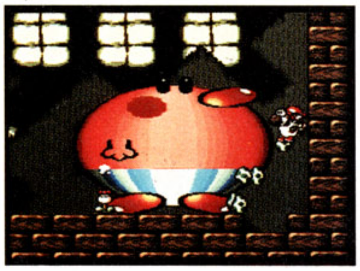
Egg fights, screaming babies, vicious attacks—it's like day care from hell.

Do not adjust your television. These graphics are supposed to be wavy.

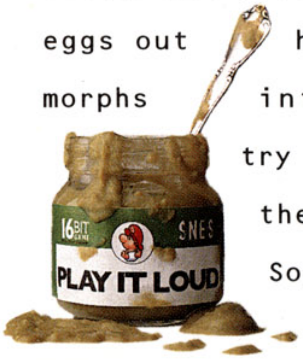
This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter... try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.

This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.



Only for SUPER NINTENDO ENTERTAINMENT SYSTEM

GAMEPRO ONLINE

The Best of GamePro Online

A recap of recent highlights on GamePro Online, plus a look at what's new on the Net.

By The Net Nut

GAMEPRO ONLINE
The Ultimate online source for game information!

GamePro Online races along on America Online every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

Online Options

Some areas you can explore in GamePro Online:

- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- File vault (game-related info, including FAQs)
- Archive (current and back issues of *GamePro*)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)

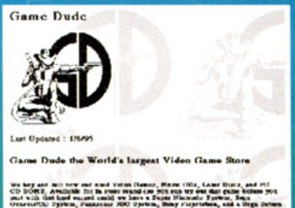
NetPro

What's on the Web? Tons! Check out these game-related Web sites:

Wargods: http://www.wargods.com
Wargods is the latest fighting game in development at Midway. This is Midway's dedicated Wargods site.

Data East:
http://www.dataeast.com. This software company has a new Web site devoted to its products.

Interact:
http://www.interact-acc.com. Interact Accessories makes peripherals for 3DO, Nintendo, Sega, and Sony products. Its new Web site offers support and interactive activities.



Game Dude

Game Dude the World's largest Video Game Store

Game Dude is the self-proclaimed "World's Largest Video Game Store." It buys used games and systems, tests 'em out, then resells 'em. At its new Web page at http://www.gamedude.com/~gamedude/, you can check out prices, place orders, and scan its lists of music CDs, CD-ROMs, and laser discs. Send e-mail to gamedude@gamedude.com.

Online Conferences

GamePro Online holds exclusive conferences with leaders and celebrities from the video game industry. One of the most popular was a recent conference with two project leaders from LucasArts. Here's how Sean Clark (The Dig) and Vince Lee (Rebel Assault II) responded to questions from the online audience:

TROGG99: *In Rebel Assault 2, is Darth Vader the leader of the Empire or is there another leader, such as Grand Admiral Thrawn?*

Vince: Since the game takes place between *Star Wars* and *The Empire Strikes Back*, Darth Vader is the main villain (and servant to the Emperor).

SPNSTAR: *How is the Dig's interface different?*

Sean: I removed all the silly little painful verbs that seem so prevalent in adventure games. It turns out that they aren't needed to make the game interesting.... Keep it simple.

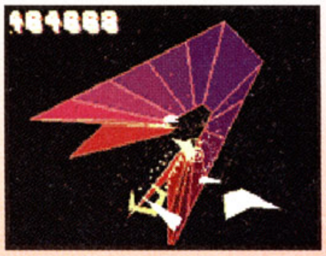
Gamers dug The Dig's online conference.

Glossary of Online Terms

Text-File Reader – Most of the files in GamePro Online's File Vault require a "text-file reader" to view them. Text-file readers are computer programs that can display a text file on your screen. Word-processing programs like Microsoft Word are the most popular text-file readers.

Computer Game Demos

Now that *GamePro* covers PC games, GamePro Online has added PC and Mac games to the file libraries. Computer gamers can now check out demos of the latest computer titles, including Descent 2, Beavis & Butthead, and Tempest 2000.



Tempest 2000 for the PC is among the new PC games in the GamePro Online File Vault.

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com

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WINDOWS 95™ CD-ROM, SONY PLAYSTATION™, SEGA SATURN™

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THE CUTTING EDGE

What? Another Black Box? What? Another Black Box? What? Another Black Box? What? Another Black Box?

WHAT? Another Black Box?

Low-cost PCs called "network computers" will lead the way to electronic entertainment via the Internet.

By The Whizz

Just when you thought it was safe to come out to play after the onslaught of next-generation video game systems, here comes another one! This one's called the "network computer" (NC). With NCs, you won't access gameplay via a cartridge or a CD. These are dedicated systems that plug you directly into a hot, new source of electronic entertainment: the Internet!

Blast from the Past

The notion of creating hardware dedicated to accessing electronic entertainment from online sources isn't new. Just ask Nintendo and Sega.

When Nintendo debuted the 8-bit NES in Japan, it was dubbed the "Famicom," short for "family computer." Examine the 8-bit NES and 16-bit SNES closely, and you'll uncover the famous mystery ports, which were always intended for online connectivity.

Nintendo's scheme called for video game systems to become multipurpose, easy-to-use computers for the family, with the key being connectivity to databases and electronic-media content from online sources. Sega had its designs on online game functions, too, as anyone who lusted after a Genesis Telemodem will tell you.

Sega and Nintendo had the right idea. What they didn't have was the Internet.

Nintendo's Ultra 64 could feature Internet connectivity, courtesy of Netscape.

Wired to the Web

Electronic-entertainment content on the Internet's World Wide Web is evolving now. As we described in the last issue (see "The Cutting Edge," March), you can play games now, but in the future you'll be able to download music, movies, productivity software, and more. NCs will facilitate Web access by being easy to set up, use, and buy. In fact, most plans call for network computers to sell for $500 or less.

NCs will be less powerful than PCs, and they'll connect to a TV or a computer monitor. Most network-computer schemes keep prices low by foregoing the drives needed to run CDs or diskettes. That's all right because you won't buy software. Instead, NCs will pull programs from central computers provided by online vendors like America Online.

Initially, NCs will connect to telephone lines via built-in modems. By the end of the year some areas of the country will be able to access the Internet by hooking up to the same cable-TV connection that now delivers HBO and Showtime. Such connections will require a special cable modem, which will be built into NCs. Cable modems will amp your Web access to warp speed.

The Sony PlayStation has the power, if not the plan, for Web-wiring.

Black Boxes Begotten

Personal-computer manufacturers and video-game hardware vendors are in hyper drive to be the NC source that taps the masses into the Net. Oracle Corporation, the PC database publisher, is already in hot pursuit of the magic box. Remember Bandai's Power Player (see "The Cutting Edge," May 1995) by Apple? This baby, which featured a PowerPCC603 CPU with a quad-speed CD-ROM drive, was supposed to be Bandai's entry in the next-gen system wars. It's recently emerged as the odds-on favorite to reincarnate into Apple's network computer.

Could existing game systems serve as network computers? You bet! The Sega Saturn and the Sony PlayStation have the capability, the processing power, and a connectivity port. But bet the bank that when the PlayStation 2 appears in a couple of years, it will certainly feature online connectivity. More immediately, Nintendo and Netscape Navigator, the creators of the Netscape Web-browser software, are devising the scheme for Ultra 64 Internet connectivity.

Online Accessed

If Internet connectivity is in your plans, a network computer might be also. Of course, you may already own one and not even realize it! G

"HOT GAME!"

- US News and World Report

"THE GRAPHICS ARE AMAZING... FANS WILL BE IN JOY STICK HEAVEN."

- Computer Gaming World

"THE HIVE IS WHAT REBEL ASSAULT SHOULD HAVE BEEN... AGGRESSIVELY ORIGINAL... GROUND BREAKING..."

- Strategy Plus

PlayStation™

As agents for the Galactic Federation, you and your partner, Ginger, had been given an assignment to infiltrate NoirDyne, a sinister corporation which has reactivated a once abandoned bioweapons production facility: The Hive. ▲ Something went terribly wrong... your cover is blown and now the chase is on. ▲ With the help of Ginger's brief data loads, you must battle your way through scores of enemy fighters, ferocious ground troops, menacing robot weapons, and the deadly alien Hivasects. ▲ Awesome action/arcade game play and killer graphics that will blow you away! • 16 bit stereo sound. • 20 pulse-pounding interactive scenes • Two game play styles... gut-wrenching action sequences combined with never-before-seen Panoractive™ game play that puts you in the middle of the action. ▲ Download our free Windows® 95 demo from http://www.trimarkint.com or from Trimark's folder on Compuserve's Game Publishers Forum "B".

FREE DEMO

rainbow america

MATURE M AGES 17+

THE HIVE™

TRIMARK® INTERACTIVE

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Rat Baron

Yee-hah! We've left the Lab and hit the GamePro Hangar to push the latest in 32-bit flight gear to the limit. While we empty the airsickness bags, take it up to Mach 5 and read on.

Soar and Descend

If you're looking to plumb the depths of Descent or fly to stellar heights on the PlayStation, the **Analog Joystick** from **Sony Computer Entertainment America** may be your ticket to fly.

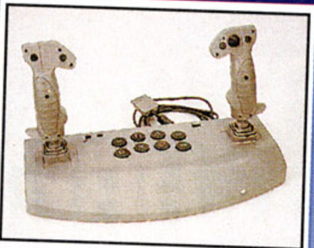
Designed with two joysticks (don't let the twin joysticks fool you, this is a one-player peripheral) separated by a standard eight-button layout, this long, flat unit rests comfortably on your lap, and its contoured sticks have smooth flexibility. Each stick has four easily accessible buttons – two on the face and two triggers. A strafe button mounted on the right joystick is used only in PlayStation analog games like Descent and Cyberia.

If you love Descent but are having problems playing it using the controller, this is the peripheral for you. While it will take rookie pilots a few minutes to master the nuances of using both sticks, the tight controls and easier range of movement in the 3D environment really enhance the gameplay.

A digital/analog switch allows you to shift from analog to play games like Agile Warrior, Krazy Ivan, and Warhawk. The experience isn't quite as good with these games, which weren't designed for use with this peripheral.

The cost of doing battle with a high-end peripheral like this is never cheap. Coming in between $80 and $100, only big-time fans of Descent or big-time spenders will want to kick in their afterburners to bring this stick home. Others may find this peripheral up, up, and away from what they're willing to spend.

Peripheral



Analog Joystick

System:	***PlayStation***
Features:	***Two grips are better than one. While it doesn't enhance any of the older shooters, this hot stick rocks with Descent.***
Available:	***June***
Price:	***$80–100***
Contact:	***Toy or electronic-gaming stores where PlayStations are sold***

Fired in the Sky

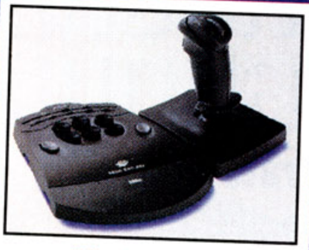
If you're yearning to get off the runway on your Saturn, step up to **Sega**'s own **Mission Stick**. Like Sony's Analog Joystick, Sega's Mission Stick is an analog controller designed to maximize your flight experience on the Saturn.

This slick black peripheral offers straightforward aviation-style control with a few extras. To appease both lefty and righty pilots, the joystick can be easily screwed to either side of the base of the controller. The stick's buttons include a trigger plus two top-mounted action buttons bisected by a thin directional switch, which moves you up and down in games like BlackFire. The stick is well-shaped for a combat grip and moves with a smooth roll. The base sports a standard eight-button layout, plus rapid-fire switches for each button and a speed adjustment.

Designed for use with shooters like Wing Arms, BlackFire, and Panzer Dragoon, this snappy controller adds a bit of fun to otherwise bland flight sims. While you can play other games like Solar Eclipse, Robotica, and Ghen War with this peripheral, you'll find that you don't get the same control quality as with a pad. Oddly, the stick doesn't work with Thunderstrike 2, but U.S. Gold plans to make revisions, so future copies of the game will be compatible.

Landing at your local game dealer for about $80, this costly peripheral may be for top-gun enthusiasts only. If the unfriendly skies don't have you running for the cockpit, you'll probably want to leave this one on the tarmac. G

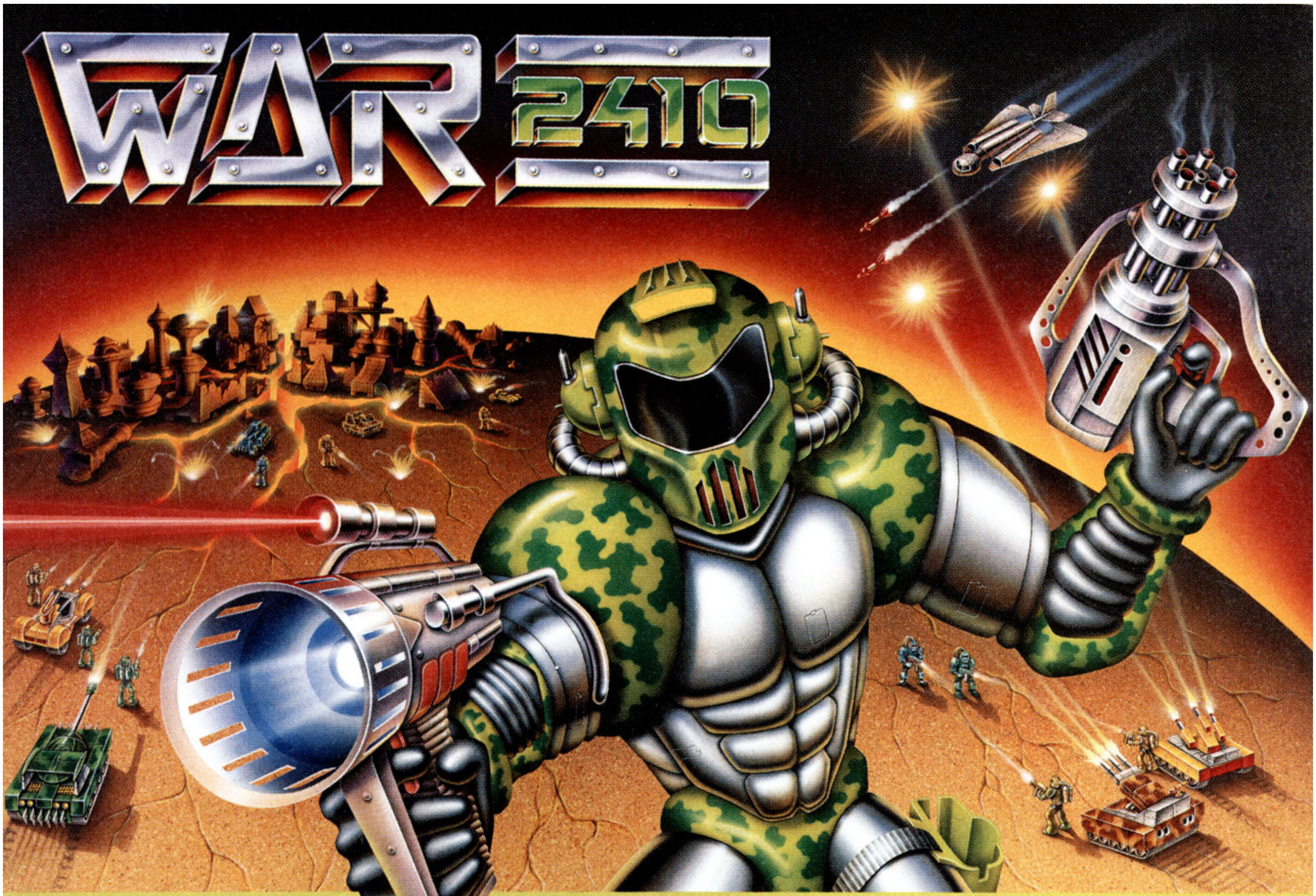
Peripheral

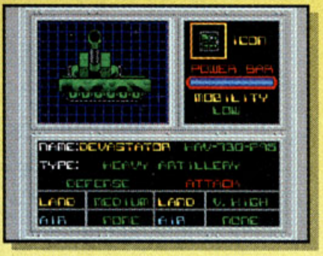


Mission Stick

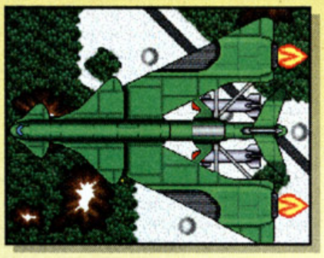
System:	***Saturn***
Features:	***This standard flightstick offers rapid fire and clamps to either side of the controller base for lefty or righty pilots. It's not cheap, but not cheaply made, either, so you may want to wait on this worthy controller until better compatible games are available.***
Available:	***Now***
Price:	***$79.99***
Contact:	***Toy or electronic-gaming stores where Saturns are sold***

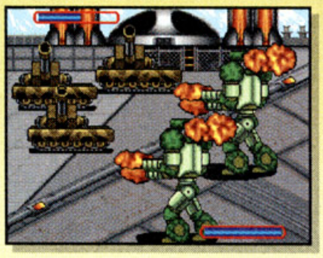
WAR 2410




NAME:DEVASTATOR HAV-730-P95
TYPE: HEAVY ARTILLERY

DEFENSE		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE





- Build and control armies of Mecs, tanks, fighters, bombers, artillery, commandos, etc.!
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- No two battles the same!
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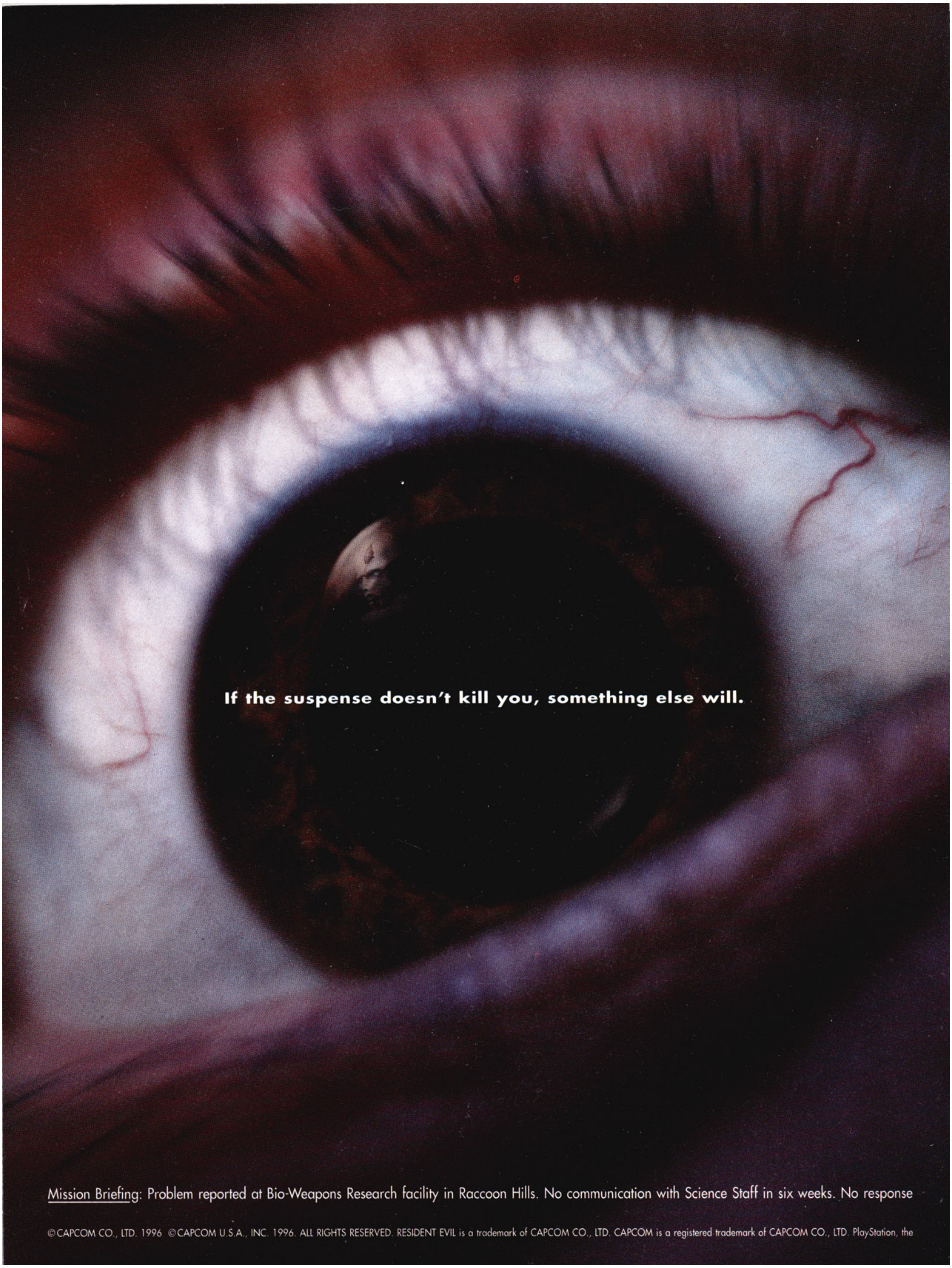
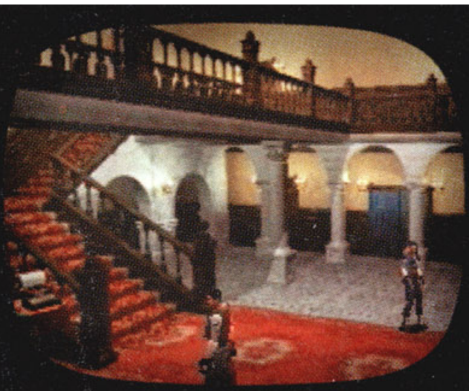
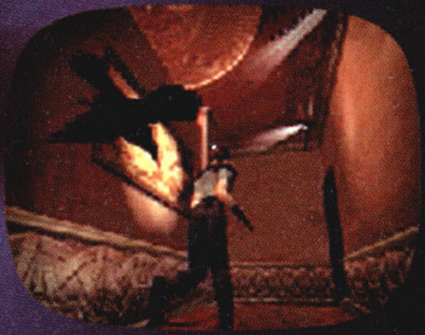

If the suspense doesn't kill you, something else will.

Mission Briefing: Problem reported at Bio-Weapons Research facility in Raccoon Hills. No communication with Science Staff in six weeks. No response

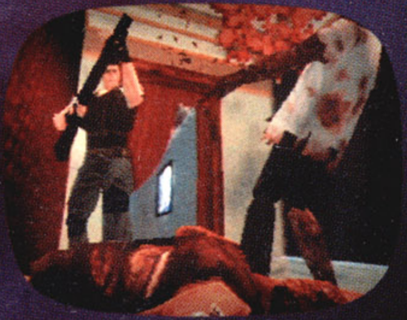
©CAPCOM CO., LTD. 1996 ©CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. RESIDENT EVIL is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation, the



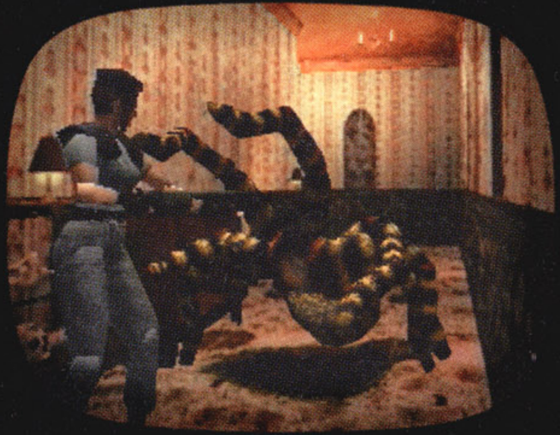
Your team should not be misled by the neat and orderly appearance of this isolated mansion. A major corporation's been conducting questionable research here. You'll soon discover the results of some very, very careless experiments.



From hyper-realistic 3D lighting and an ominous CD quality sound-track and special effects, to unique action perspectives, this intense drama unfolds, building terror and suspense with every new room you wander through.



Fight or flight? When you're under-powered and on the run, split-second decision making abilities are key. Discover and arm yourself with anything you find: knives, pistols, shotguns, flame-throwers and more.



This twisted 32-bit polygon-based blood-bath isn't limited to gleaming dining rooms and endless polished hallways. Answers are found in darkest corners of the estate cemetery, crumbling guest houses, and a mysterious tower.

from initial reconnaissance team. No backup. You are on your own.

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NINTENDO 64 Is Coming!

It's official! September 30 is the target date for Nintendo's new 64-bit game system.

By The Undercover Lover

Nintendo 64: System Specs

Price: $249

CPU: MIPS 64-bit RISC R4000 CPU

Coprocessor: SGI Reality Immersion 64-bit RISC processor (for graphics and sound)

Memory: 4.5 megabytes

Cart size: 64 megs

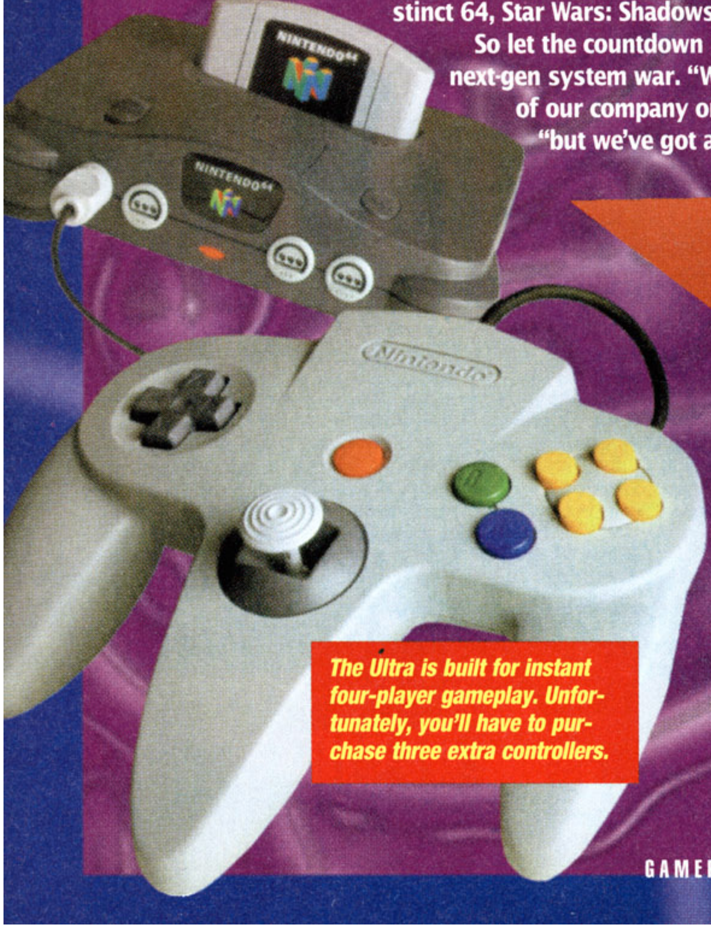
The Ultra 64 is "ultra" no more…and that's good news! In addition to pinpointing September 30, 1996, as the official release date for its highly anticipated 64-bit next-gen system, Nintendo of America (NOA) also announced a name change to "Nintendo 64" to match the Japanese version of the system. The Nintendo 64 is a major piece of the next-gen system puzzle, so Howard Lincoln, the chairman of Nintendo of America himself, hit the road to bring the news to game magazines. "The Nintendo 64 launch is critical not only for Nintendo but to the video game industry," said Lincoln, "so we want to get it exactly right."

Last November, Nintendo of Japan announced April 21 as the launch date for Nintendo 64 in that country. The price tag there will be 25,000 yen with no announced pack-in cart. At least three games will be available at launch – Super Mario 64, Pilotwings 64, and Kirby Bowl 64 – and all are published by Nintendo.

A September launch over here would seem to promise that more games will be available to American consumers from the get-go. Said Lincoln, "The primary factor driving this launch date was a hardware-production issue, but with this new technology, where game designers are going from a 2D environment to a 3D environment, there's a longer learning curve, so additional time can't hurt."

According to NOA, the American Nintendo 64 will cost less than $250 ($249.95?). Nintendo is hopeful that 8 to 12 N64 games will appear by the end of this year. "At launch, between 5 and 10 games could be ready," said Lincoln, "But right now, that figure's just tossing a coin up in the air." Among the games Lincoln identified as possibly being ready at launch were: Super Mario 64, Killer Instinct 64, Star Wars: Shadows of the Empire, and Doom.

So let the countdown begin! Nintendo's finally ready to jump into the next-gen system war. "We're about to gamble the future of our company on Nintendo 64," Lincoln said, "but we've got a great hand."



The Ultra is built for instant four-player gameplay. Unfortunately, you'll have to purchase three extra controllers.

Nintendo 64 Games!

How much? According to Nintendo, N64 cart prices will be comparable to the price range of the current best-selling new 16-bit SNES releases. With Donkey Kong Country 2 selling for around $59.99, that price tag definitely keeps N64 carts competitive with PlayStation and Saturn CDs.

N64 Games Most Likely To Appear on Sept. 30:

- Super Mario 64 (Nintendo/Square)
- Killer Instinct (Nintendo/Rare)
- Pilotwings 64 (Nintendo/Paradigm)
- Star Wars: Shadows of the Empire (LucasArts)
- Cruis'n USA (Nintendo/Rare)
- Doom 64 (Williams Entertainment)

N64 Games To Come:

- FIFA Soccer (Electronic Arts)
- Mission: Impossible (Ocean)
- Robotech (GameTek)
- Top Gun (Spectrum HoloByte)
- Turok: The Dinosaur Hunter (Acclaim)
- Wayne Gretzky Hockey (Time Warner Interactive)
- Monster Dunk Basketball (Mindscape)
- Red Baron (Sierra On-Line)
- Stacker (Virgin)

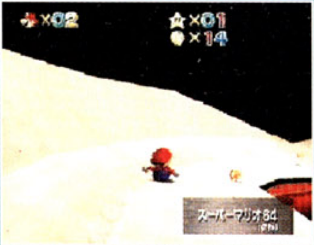
Super Mario 64

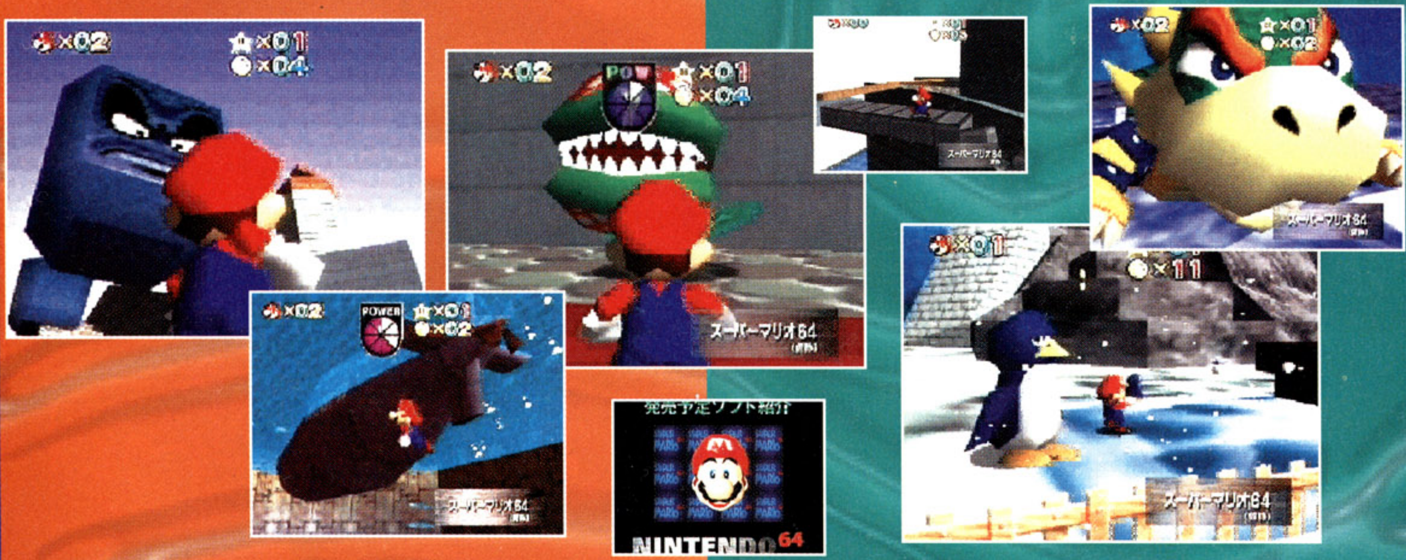
It's a whole new world and an awesome new look for Mario on the Nintendo 64! This time the plucky plumber's rendered in 3D, and his adventure-filled environment is composed entirely of texture-mapped polygons. Mario explores 360 degrees in any direction, and the gameplay view swings 360 degrees around Mario at your command.

Mario's world is massive, and it's packed with traps, obstacles, and creatures, including old favorites. Bowser is huge (practically Godzilla-sized), and he blows fire, too.

Even the half-completed version at Nintendo's Shoshinkai Show in Japan looked like a classic waiting to happen.

By Nintendo
Available Fall '96





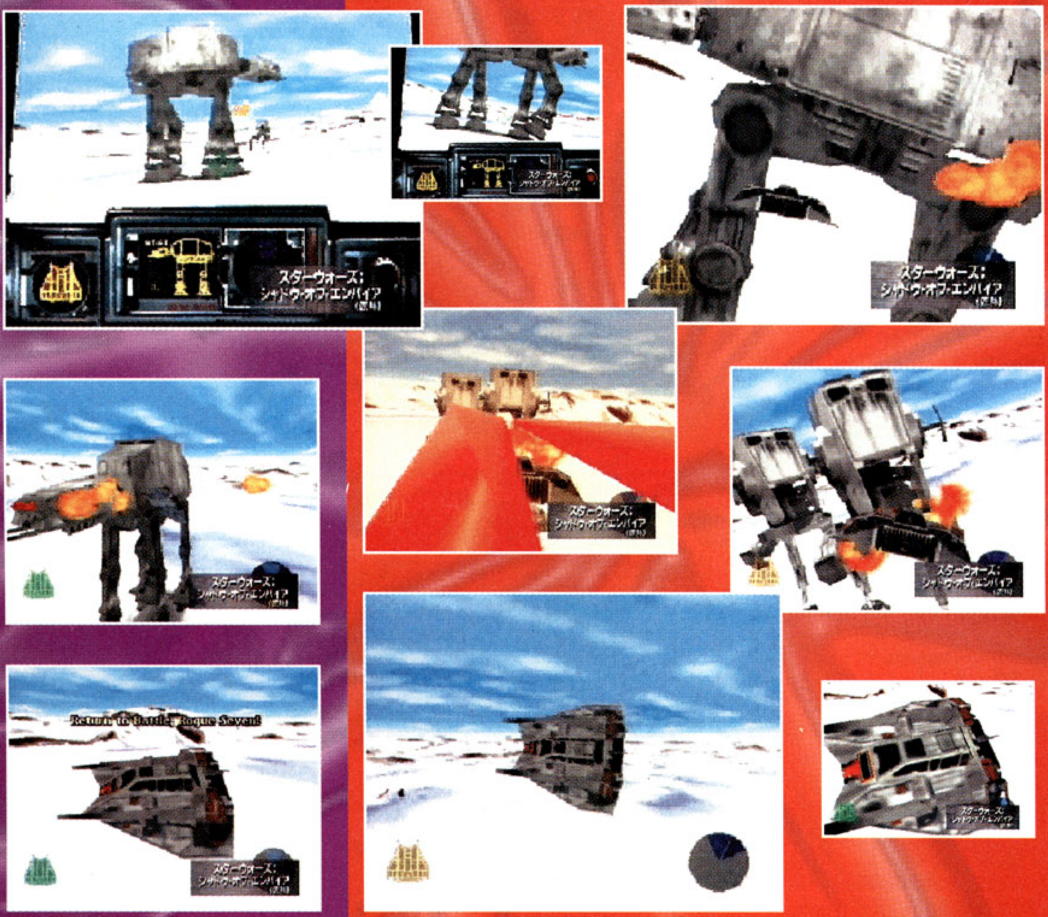
Star Wars: Shadows of The Empire

The Empire is primed to strike back in dramatic fashion. You'll spearhead the Rebel Alliance's forces by flying several types of Star Wars spacecraft from cockpit and outside-the-ship views. Early demos featured the snowspeeders, but expect to fly X-wings and speeder bikes, too.

The story is set in between the movies *The Empire Strikes Back* and *Return of the Jedi*. Of course, the evil Emperor's forces will feature classic Empire hardware like the Imperial Walkers.

It's not yet clear how much of a participant Darth Vader will be. But rest assured that the Dark Side of the Force will be in full fury.

By LucasArts
Available Fall '96

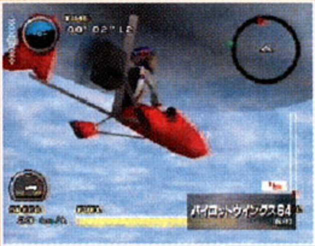

スターウォーズ：シャドウ・オブ・エンパイア
Return to Battle Rogue Seven!

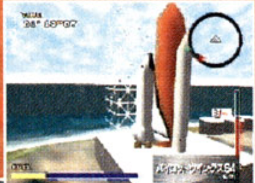
NINTENDO 64 GAMES READY TO BLAST OFF!

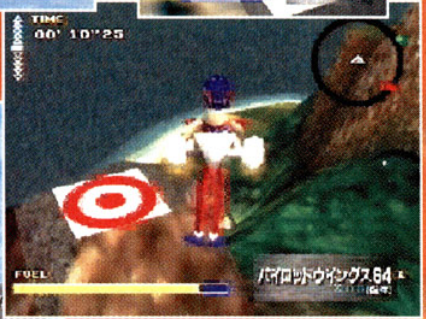
Pilotwings 64

Pilotwings helped usher in the Super NES many moons ago, so it seems fitting that it will also fly wingman to the Nintendo 64. As in the original, you fly through obstacles to hit the bull's-eye landing pad. You'll choose from six characters and a variety of aircraft, including a personal rocket-pack, a hang glider, and a gyrocopter. Paradigm Simulations, best known for its non-gaming vehicle sims for such outfits as the U.S. military, designed the game. Yes, combat may be included in this version.

By Nintendo
Available Fall '96



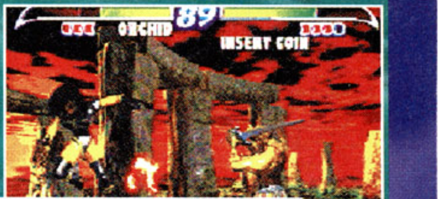


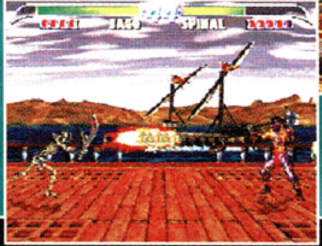


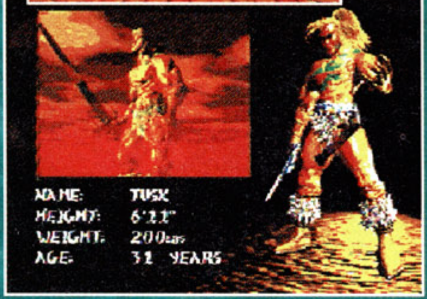
Killer Instinct

Killer Instinct 2's set to make a killing in the arcades, but it could be just laying the groundwork for the best Killer yet. Killer Instinct 64 will be a totally new game in the fighting series. Naturally, all characters will be rendered 3D, and the fighting action will utilize a 360-degree perspective. Although no clear-cut details will be available about this game for several months, Killer fans should expect several fighters to make the jump into the 64-bit fighting arena, including Spinal, T.J. Combo, and Fulgore.

By Nintendo
Availability Date
Not Yet Announced



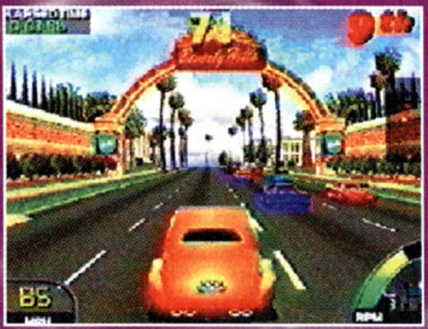


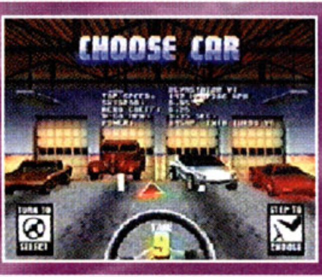


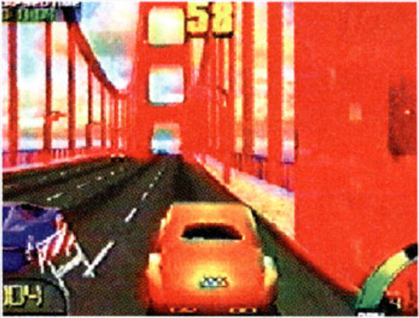
Cruis'n USA

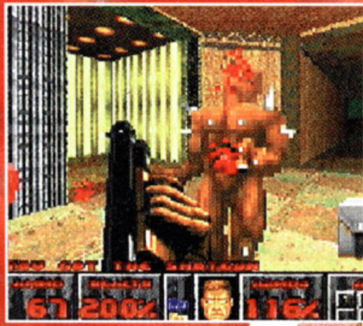
Cruis'n USA will lead what should be a pack of racing games for Nintendo 64. Like its arcade predecessor, the game will put you behind the wheels of classic American cars, souped up to shatter speed limits in a cross-country race. The arcade game's good racing fun, but this version will feature true 64-bit programming with rendered 3D polygonal vehicles and multiple, controllable driving views.

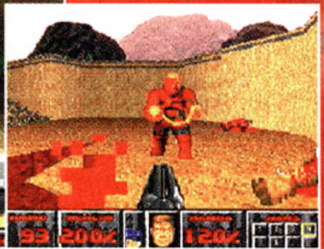
By Nintendo
Availability Date
Not Yet Announced

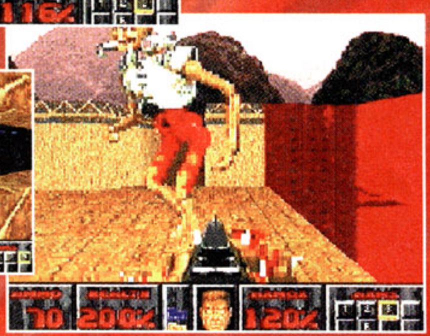










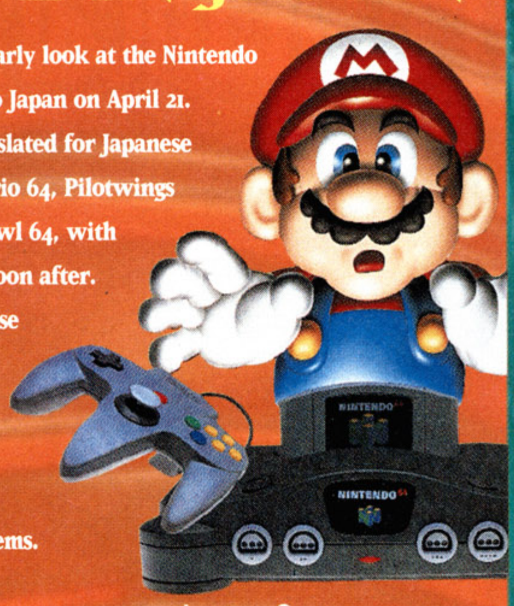


Doom 64

If you're a Doom fan looking for the brand-new installment, look no further. Doom 64 will be a unique version of the trend-setting first-person shooter that will not appear for any other system, including the PC. You'll still be required to hunt down weird monsters in face-to-whatever gun battles, but rumor has it that this time the action may spread from Mars onto other worlds. Hey, as long as the shotgun's still handy, who cares where the battle takes place?

By Williams Entertainment
Availability Date
Not Yet Announced

MADE IN JAPAN



If you want an early look at the Nintendo 64 games, turn to Japan on April 21. Three games are slated for Japanese debut: Super Mario 64, Pilotwings 64, and Kirby Bowl 64, with more to follow soon after. However, Japanese Nintendo 64 games will not be compatible with American Nintendo 64 systems.

Japanese Games At Launch:

- Super Mario 64
- Pilotwings 64
- Kirby Bowl 64

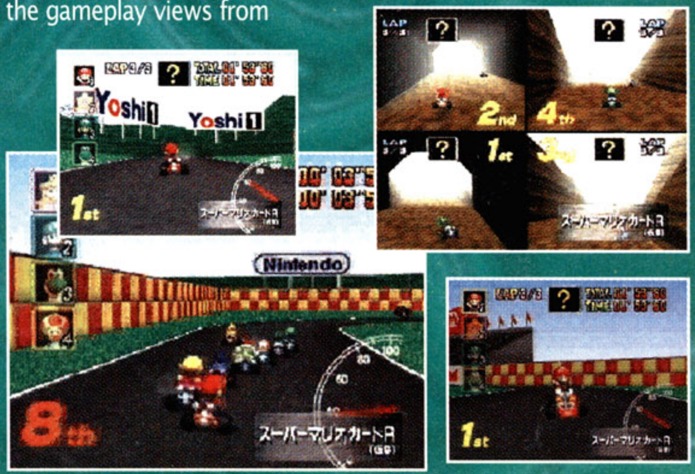
Japanese Games Due:

- Blastdozer
- Buggy Boogie
- Body Harvest
- Creator
- Star Fox 64
- Super Mario Kart R
- Waverace 64

Super Mario Kart R

Easily one of the best 16-bit racing games ever, Super Mario Kart will also drive Mario World's go-kart action to the Nintendo 64. You'll wheel and deal with such classic Nintendo characters as Luigi, Koopa, the Princess, Bowser...and Wario! As you race the gang across multiple 3D polygon, texture-mapped tracks, you can watch the gameplay views from either a behind-the-cart or head-on perspect ive. Two players will drive via a horizontal split-screen view, but four-player racing will split the screen into four square sections. Mario Kart looks like it's headed for the fast lane.

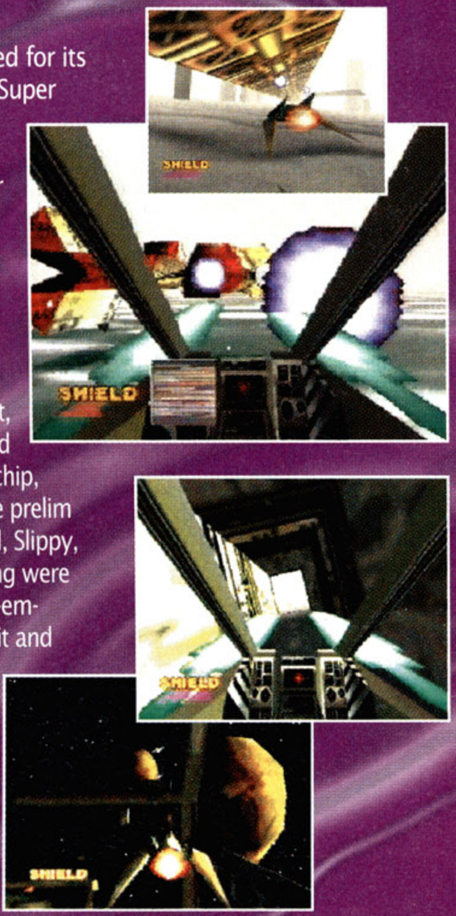
By Nintendo
Availability Date
Not Yet Announced

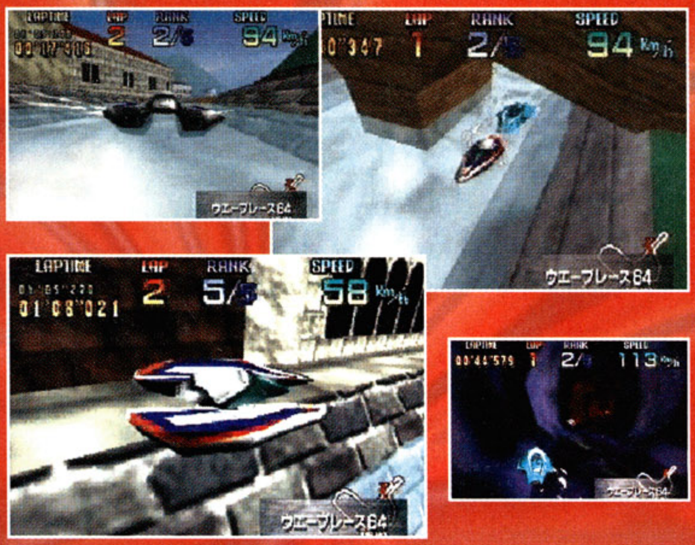


Star Fox 64

Star Fox never returned for its second round on the Super NES, but Star Fox 64 picks up the planet-busting space-shooter action. This is the game that introduced 3D polygon environments to 16-bit systems, and it seems set to go ballistic with the Nintendo 64. Argonaut, the outfit that designed the SNES FX graphics chip, created this cart. In the prelim versions, Fox McCloud, Slippy, and the rest of the gang were on hand for the shoot-em-up action using cockpit and behind-the-ship gameplay views.

By Nintendo
Availability Date
Not Yet Announced

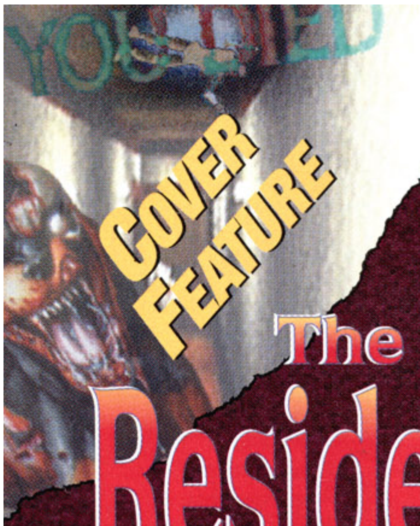




Waverace 64

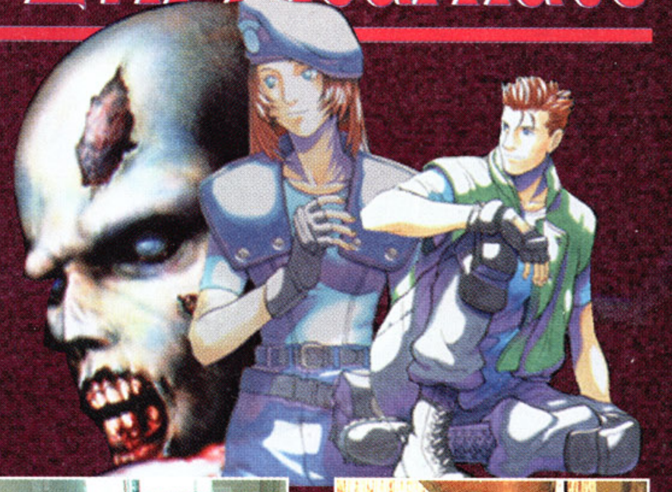
Talk about déjà vu...remember F-Zero? That dizzying racing game accompanied the SNES at launch. Waverace is a similarly stomach-flouncing racing game that features high-speed jet boats that bump hulls across a variety of watery courses. You'll race through canals, across wide ocean expanses, and through dark underground rivers, among other places. You control the action from behind-the-vessel, overhead, and toward-the-camera views, which can be switched.

By Nintendo
Availability Date
Not Yet Announced



Creating Evil Incarnate

The Making of Resident Evil



The leader of Resident Evil's design team tells *GamePro* about their terrifying new PlayStation Game.

By The Feature Creature

What do Resident Evil's bloody butchery and macabre mutants share in common with the bouncy Super NES games Aladdin and Goof Troop? It's hard to imagine, but the two cheerful cartoon romps and the wickedly compelling Resident Evil were concocted by the same creative minds – Capcom's Shinji Mikami and his game-development team in Osaka, Japan.

Resident Evil first gripped *GamePro* last fall (see "Short ProShots," December 1995) with its fresh look and downright bloody gameplay. Now it's shaping up to be one of the year's scariest thrillers. Evil's one-player gameplay layers strategy over an action/adventure foundation. Shifting camera angles juice up the third-person perspective and heighten the game's suspense as you roam through a mansion that's crawling with cannibalistic zombies and nightmarish monsters.

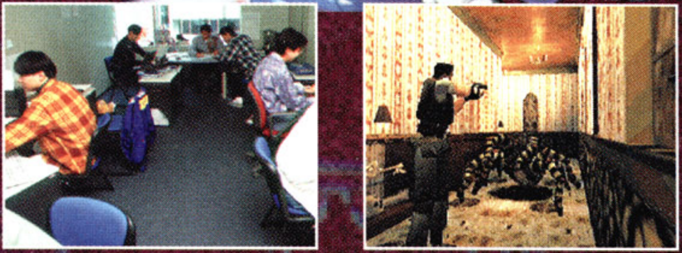
Shinji Mikami, lead game designer, went from making cheerful Disney games to the terrifying Resident Evil.

Delays have also made Resident Evil one of the PlayStation's most long-awaited games. To prepare unwary gamers for the frightfest about to unfold, we asked Mikami to discuss the making of his latest effort.

Monster Manner

GamePro: *Give us a brief description and walkthrough of Resident Evil.*

Shinji Mikami: The story begins when Bravo Team, a unit of STARS (Special Tactics and Rescue Squad), is sent to investigate a series of murder cases around Raccoon City, a small Midwestern town. When contact with Bravo Team is lost, Alpha Team goes in to find them.



"Our R&D department tried to come up with unique creatures," says Mikami. "Be ready to face some pretty disgusting monsters as you get deep into the game." The giant spider (right) is one of their creations.

Alpha Team lands to check out the scene, but they soon encounter some horrible creatures that chase them into a mansion. Inside the mansion, the team hears a gunshot, and the main character heads off to investigate. From then on, the main character is alone, battling hordes of crazed flesh-eating zombies and other sinister monsters.

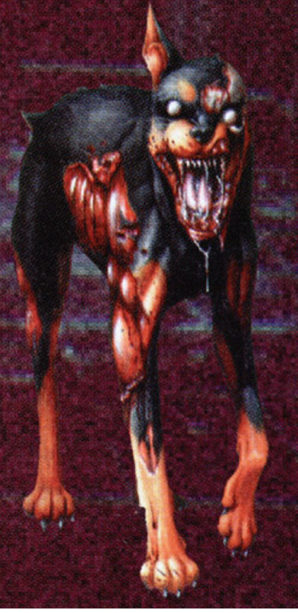
The basic goal is to escape from the mansion while avoiding traps and enemies. Not all enemies can be defeated easily, so you sometimes have to run away rather than fight. Choosing either of the two main characters, Chris or Jill, will make the story line develop differently, so you'll require various strategies to win.

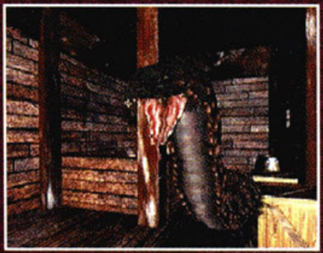
GP: *What monsters does the hero face?*

Mikami: There are all sorts of strange enemies throughout the game – human zombies, dog zombies, giant insects, and a man-eating snake, to name a few. Our research and development department tried to come up with unique creatures. Be ready to face some pretty disgusting monsters as you get deep into the game.

GP: *What unexpected surprises lurk throughout the mansion?*

Mikami: There are many, many surprises in Resident Evil. For instance, there are lots of traps, including crush-





This vicious poisonous snake can kill you almost instantly, but if you weave around it, you'll find a crucial item that helps you get outside.

ing ceilings, poison gas-filled rooms, and hidden rooms.

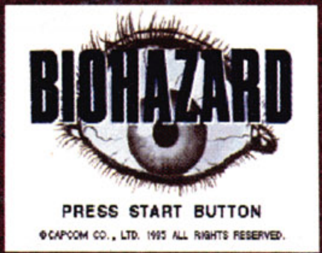
Starting Point

GP: *What was your inspiration for the game?*

Mikami: My main inspiration was *Zombie,* a famous Italian horror movie. When I saw the movie, I was dissatisfied with some of the plot twists and action sequences. I thought, 'If I was making this movie, I'd do this or that differently.' I thought it would be cool to make my own horror movie, but we went one better by making a video game that captures that same sense of terror. I want Resident Evil to give the player the feeling that he's the main character in a horror movie.

GP: *What new techniques or new gameplay ideas did you include in Resident Evil?*

Mikami: The feeling that we tried hardest to get across was the fear that people get from dangerous living creatures. In Resident Evil, there are no ghosts or supernatural creatures, and nothing comes from the spirit world. Instead, we used mutated people and animals, which are much more frightening because they seem almost possible.



BIOHAZARD

PRESS START BUTTON

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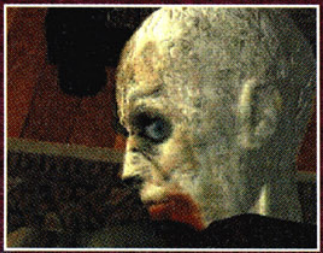
This was the game's original title – until a late 1995 revision.

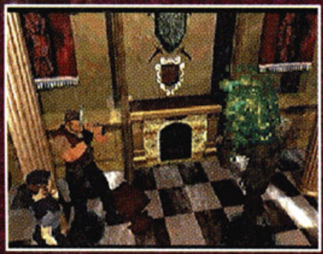


A zombie in mid-munch on a corpse. Mmm mmm good!

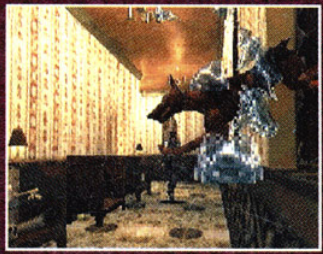
Resident Resonance

GP: *Resident Evil was supposed to be ready for Christmas. Why was it delayed?*

Mikami: There were some things that we wanted to include in the game no matter how long they took to produce. If a game takes longer to produce, but a better game results, then the delay is justified.

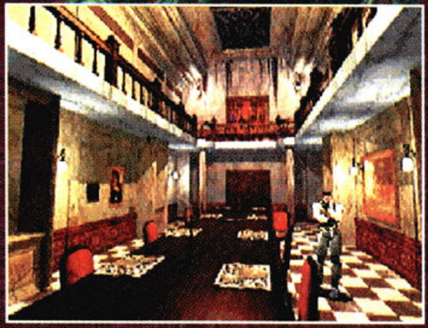


Shoot a zombie in the head and he sprays green blood.



As you run down this first-floor hallway, mutant dogs leap through the window and chase after you.

> "I want Resident Evil to give the player the feeling that he's the main character in a horror movie."
>
> Shinji Mikami,
> lead game developer



So minute are the graphical details, you can even see the wood grain in the table.

GP: *What are you proudest of in the game?*

Mikami: I'm proudest of the creatures' realistic movements, which we were able to capture using polygon technology. I'm also proud of the sense of terror instilled by the audio and video tracks. Capcom R&D devoted all their efforts into giving the game a sense of realism, and that's what makes it so scary.

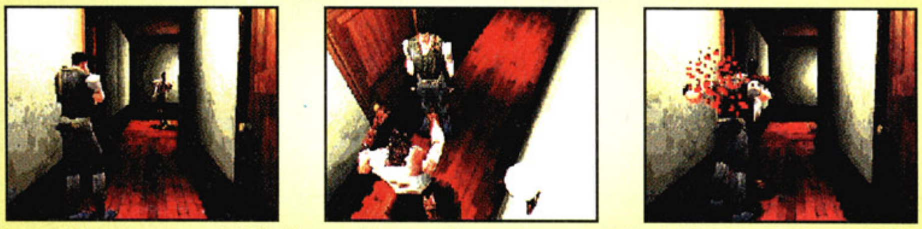
GP: *Was there a conscious decision not to create fully rendered 3D environments?*

Mikami: In the beginning of the game's creation, we considered using a Doom-like 3D environment, but we reconsidered. In a full 3D environment, you wouldn't be able to see the main character, so you would lose that sense of identity. It's also hard to build the kind of fear that we were going for. We decided it would be more frightening to have the camera suddenly jump to a different view to heighten the suspense.

GP: *Will there be a sequel?*

Mikami: We hope that people really enjoy Resident Evil. If the first game does well and there is much demand, we'll consider doing a sequel. G

Zombie Attack



Get trapped in a room or a tight hallway with a zombie, and you won't live to tell about it. The last thing you'll see as you white out is a spreading bloodstain while the zombie gnaws on your throat.

Win a Free Game from GAMEPRO

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it back to *GamePro* by April 26, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from Infotainment World Books.

Your name ______________________ **Age** __________

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Letter from the GamePros	All / Some / None	5 4 3 2 1
The Mail	All / Some / None	5 4 3 2 1
GamePro Gallery	All / Some / None	5 4 3 2 1
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Creating Evil Incarnate: The Making of Resident Evil	All / Some / None	5 4 3 2 1
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Hot at the Arcades	All / Some / None	5 4 3 2 1
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Saturn ProReviews	All / Some / None	5 4 3 2 1
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2) What game systems do you currently own?

☐ 32X
☐ 3DO
☐ CD-i
☐ DOS/Windows computer
☐ Game Boy
☐ Game Gear
☐ Genesis
☐ Jaguar
☐ Macintosh computer
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☐ Saturn
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☐ Die Hard Game Fan
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☐ Electronic Gaming Monthly 2
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☐ Next Generation
☐ Nintendo Power
☐ Video Games
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____

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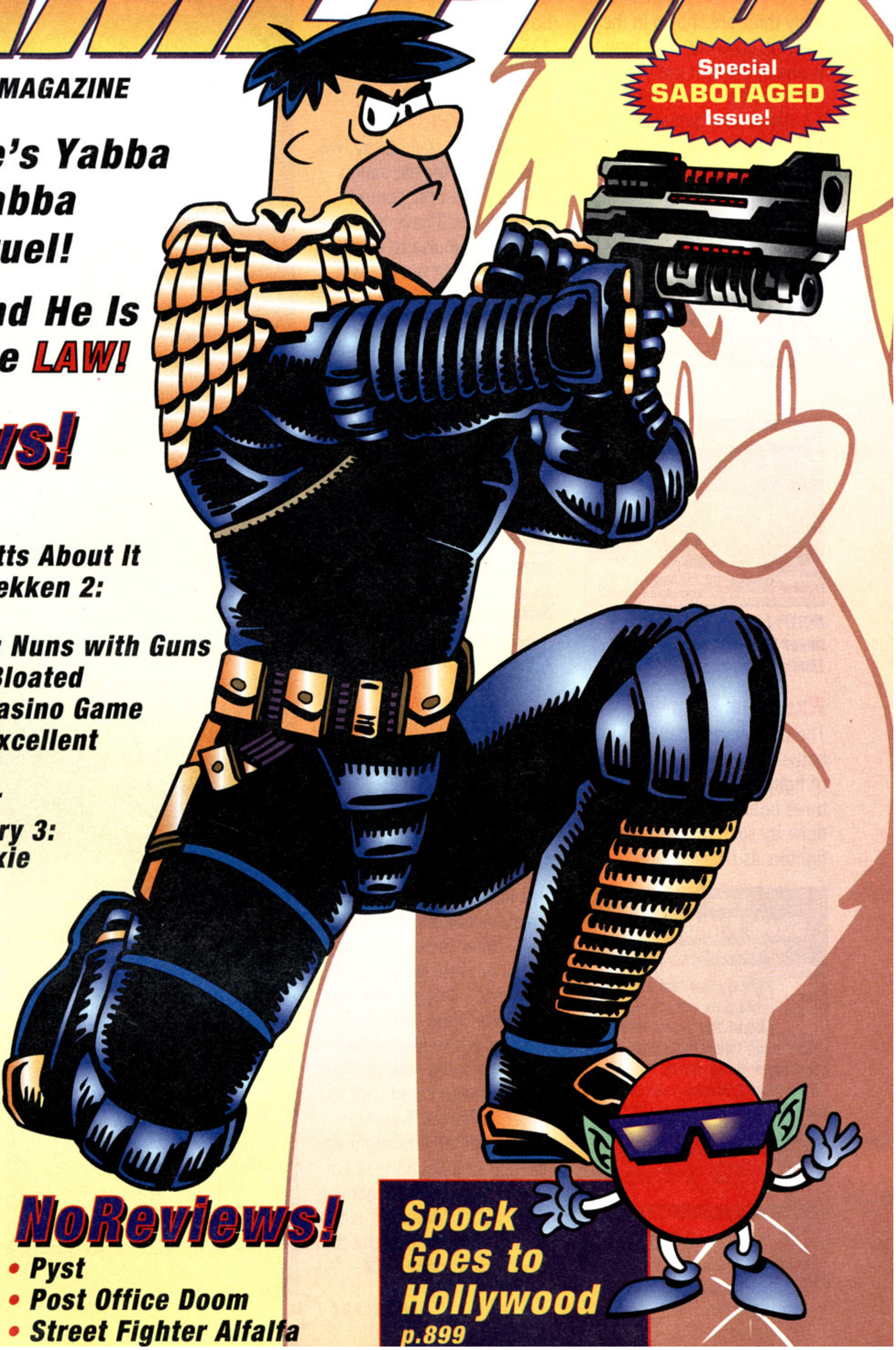

Freeviews!

- Fridge Racer
- Virtua Crop
- Tushinden 3: No Butts About It
- Picard vs Kirk in Trekken 2: Captain's Flog
- Virtuous Fighters 3: Nuns with Guns
- Rush Limbaugh in Bloated
- Pokerhontas: The Casino Game
- Raynman: I'm an Excellent Driver Game
- Bat Banned Forever
- Donkey Kong Country 3: Driving Miss Dixie
- O.J. Simpson's "Search for the Real Killers" Golf Tour '96
- Don King and Cher in Hair Combat

NoReviews!

- Pyst
- Post Office Doom
- Street Fighter Alfalfa

Spock Goes to Hollywood
p.899

An IDG Excommunications Publication

April 1996
$99.99 Zimbabwe $245.50

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Servings Per Container 216
Amount Per Serving
Calories 20000
%Daily Value*
Total Fat 21g 0%
Sodium 6 mg 0%
Total Carbohydrate 216 g 0%
Protein 0g
*Percent Daily Values are based on a 6,000 calorie diet.

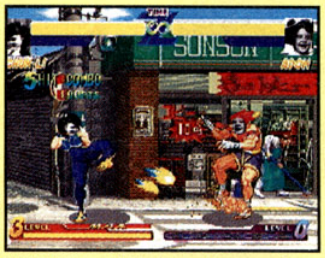
NO REVIEW

Uranus

By Slasher Queen

STREET FIGHTER ALFALFA

With 250 special moves per character (only three are shown in the manual, however), this brawler is one of the best the Uranus has to offer. You choose from 12 characters, battling the brutal Bowery Boys to make it to Mrs. Crabtree's Evil Schoolhouse Hideout.



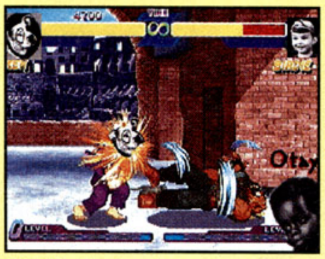
NOTIP: Look to the stars and never let go of your dreams. That's some notip.

Rascally Rogues

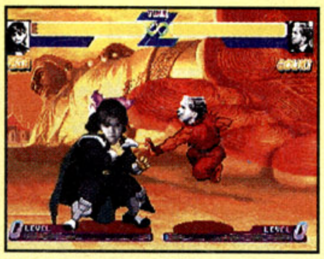
The problem is that you must battle through your roundup of fighters in a best-two-of-three bout. Not to be outdone by such last-generation fighters as Drekken and Tushinden, Street Fighter Alfalfa gives you hidden characters like Darl Li. Special combos include Buckwheat's 235-hit Otay Kombo.

Cry Victory for Fair England

The graphics suck. Okay, we said it. Ditto for the sound. Control? The only control problem you'll have is controlling your impulse to chuck this thing right out the window. And what's with the title of this paragraph? Does that mean anything to anyone except for the contentious, overpompous editors of this magazine? What the hell are they smoking? Little fat bastards. Oh, sorry. I thought this was *Cry Hard Game Fan.*



NOTIP: The best way to get on Spanky's good side is to make Darla jealous.



NOTIP: The last hidden stage is the He-Man Wimmin Haters Club.

So what's to like in SFA? Well, who could hate the Rascals? And who could hate its maker, Ashamed Entertainment? After all, it brought us last year's hit Bat Banned Forever. Who cares if the game is good. What's important is that the Rascals are back, and they never looked better. **L**

Uranus ProFile

Street Fighter Alfalfa

(By Ashamed Entertainment)

E1 **We waited and waited, and now our reward is here! The World Warriors have taken their fight into Spanky's 'hood. Petey, Froggy, Buckwheat, Alfalfa, and Spanky are back, and they're mad.**

Graphics	Sound	Control	FunFactor	Challenge
5.5	5.5	5.5	5.5	NO

$3.99
CD
Available now
Fighting

4 players
Side view
ESRB rating: E1 (Everyone)

SlayStation

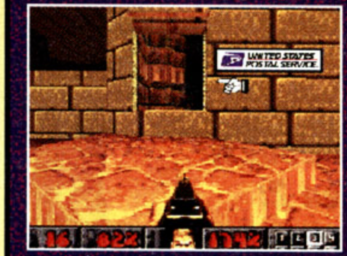
POST OFFICE DOOM:
The Employees' Edition

By The Editor Formerly Known as Scary Larry

It's not enough that the mail doesn't get delivered on time. Overlook the fact that the leading cause of death among postal employees is other postal employees. Now you're the boss, and things are gonna run a little differently.

Wait a Minute, Mr. Postman

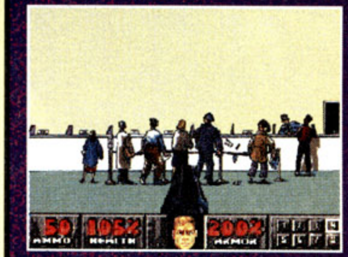
You begin with just an attitude and some voices in your head, but soon you're walking the halls and scarin' the girls in the steno pool. As your weapon proficiency grows, you learn about assault rifles, shotguns, and escape routes. By the time you get to the showdown with the FBI, you're a Letter-Carryin' Rambo.



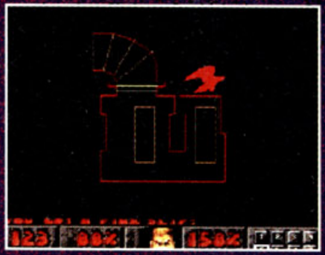
NOTIP: If you hear the warning "Hey! Look behind you!" – don't.

The Postman Always Shoots Twice

The graphics are grainy, but gory. Small details, like the glint off the Feds' gunsight, are well done.



NOTIP: Shake your head violently back and forth to clear the voices.



NOTIP: If you see yourself on a Most Wanted poster, you're halfway through the game.

It's inconceivable that someone would make a game this violent in such an ordinary setting. Good thing this would never happen in real life. And good that no one would ever think of making a game as brutal as this parody. **L**

SlayStation ProFile

Post Office Doom: The Employees' Edition

(By Saga)

WG **You're running down the hall and are almost at the exit when suddenly you turn in fear. Trailing you is the dreaded Overpaid Supervisor, and he's headed your way with a fistful of pink slips. Just when all hope is lost, you pull out the BFE (Big Friggin' Envelope), and blast away. It's the Post Office, and you're headed for a showdown.**

Graphics	Sound	Control	FunFactor	Challenge
5.5	5.5	5.5	5.5	NO

$3.99
CD
Available now
Shooter

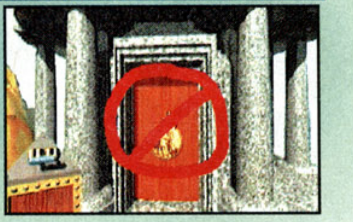
4 players
Side view
ESRB rating: WG (Womb to Grave)

Ragwire

PYST

By Sy Kotick

The story line is simple, so we won't tell you what it is. As for the gameplay, basically you just sit around and wait for things to happen, like in the Bathroom Stall level.



NOTIP: When you come to this brick wall, wait a while (one calendar year should be enough). The wall will disappear.

NOTIP: This man has nothing to say, so don't ask him anything.

Ragwire ProFile
Pyst
by Stony Computer Entertainment

MA-PA **You'll never know what hit you when you start this game, nor will you care. This is the most mind-boggling asinine game you'll ever play in your life. It's frustrating, boring, too difficult, and senseless. We loved it.**

Graphics	Sound	Control	FunFactor	Challenge
5.5	5.5	5.5	5.5	NO

$245.75	0 players
CD	Room with a view
Available now	ESRB rating: MA-PA
Puzzler	

In Pystine Condition

You play as AchyBreakyius, whose brother, Seriously, is some kind of nut. Seriously has convinced your father, Backupius, to hide a machine of destruction, and it's up to you to find out where it is.

Don't Get Mad, Get Pyst

The graphics are kind of static. They just sit there, and so do you. Nice, rendered scenes of absolutely nothing add to the stale atmosphere. The sounds fare a little better. The dog barking on level 42 is a nice change of pace from the eerie, disturbing silence that haunts most of the game.

If you enjoy hours of sitting around doing nothing, then you can play Pyst. It's like school, but less fun. It won't be long before everyone in this country will get Pyst. **L**

NOTIP: When you see this screen, don't do anything. Eventually the machine will reset itself.

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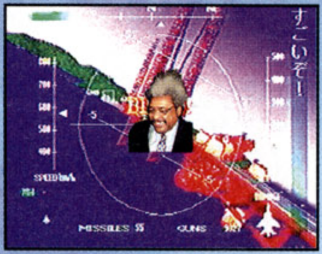
"This is some box! Like this box!" ... ***Video Grimes***
"What?" ... ***Game Conformer***
"Yep, it's a box all right!" ... ***LamePro***

Batorrys
Case

SHORT POT SHOTS

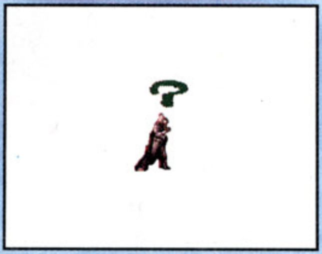
Previews of Lame New Games!

Hair Combat



Don King and Cher team up to shoot down the Russkies in this thrilling game. More mousse than a Canadian lodge.

Bat Banned Forever



He's back…but who cares? The Dark Knight has to fight a whole new problem: bad publicity and a terrible game.

Bloated: Special Limbaugh Edition

Want to trim some fat from the Republican right? Start with Rush. He's in da house…and da Senate!

Fridge Racer

It's boxy and bulky, but you'll still be amazed at this colorful and fast appliance/racer. Special hidden cars include the Black Washer/Dryer Combo and the Blender.

Virtuous Fighters 3: Nuns with Guns

99
AKIRA
JACKY

Fighting is a hard "habit" to break, but these priestly pugilists pound from the pulpit. Special hidden characters include Billy Graham and the Pope.

Pokerhontas: The Casino Game

POKERHONTAS

Have you ever heard the wolf cry to the blue corn moon? You'll cry all the way to the bank as the wolf and Pokerhontas soon part the fool and the money.

Tushinden 3: No Butts About It

SOFIA
96
KAYIN

The first game for the buttocks-challenged, Tushinden features the return of Sofa, the biggest butt in fighting games today.

Raynman: I'm An Excellent Driver Game

I really am. How much is this game worth in FunFactor? About 235,435.7. Definitely 235,435.7.

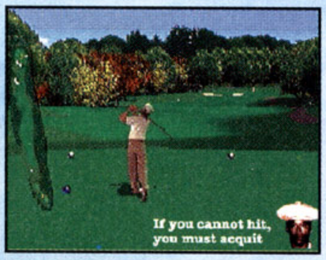
Virtua Crop

Turn and fire! It's a Harvester! Take on the suited enemies in the Heartland, and learn a thing or two about corn.

Picard vs. Kirk in Trekken 2: Captain's Flog

Finally, you decide who's the best: a bald, middle-aged, accented Shakespearean actor or an ancient, tubby, '60s over-actor.

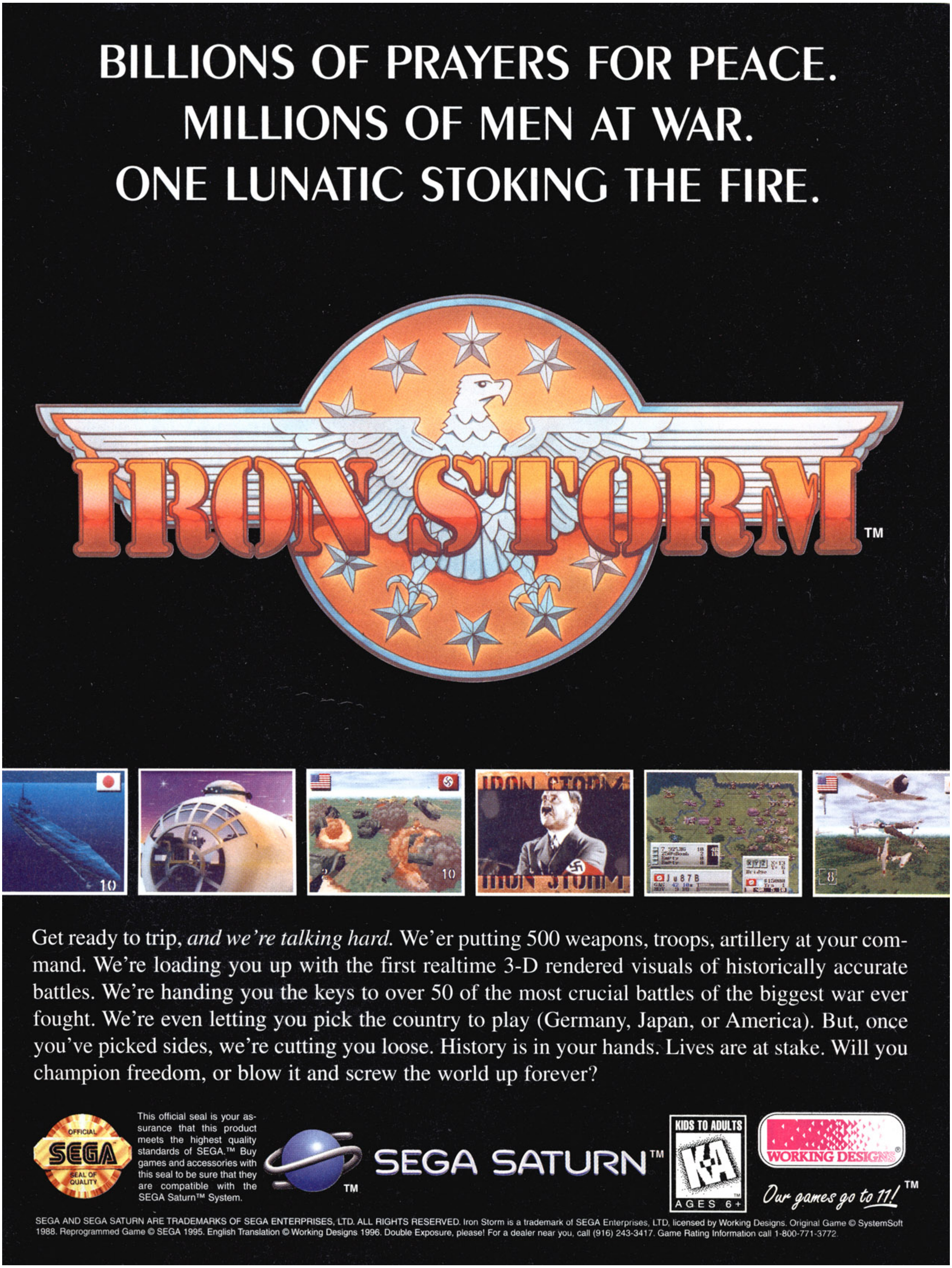
O.J. Simpson's "Search for the Real Killers" Golf Tour '96



O.J. works on his slice…and plays detective in this combination sports/puzzle game. Clues from Cochran and Bailey, and help from Lee Trevino round out this CD.

Donkey Kong Country 3: Driving Miss Dixie

She's back, she's old, and she needs a chauffeur. Watch as Diddy tells her where she can put her bananas.



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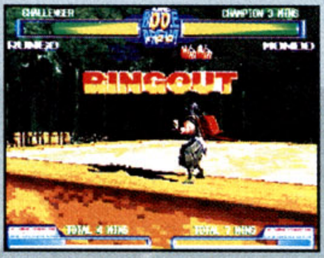
BATTLE ARENA TOSHINDEN 2

By Nob Ogasawara and Major Mike. Special thanks to Jesse R. Yu.

Battle Arena Toshinden 2
Published by Takara of Japan
Developed by TAM Soft
PlayStation
CD
Fighting
2 players
Available now in Japan

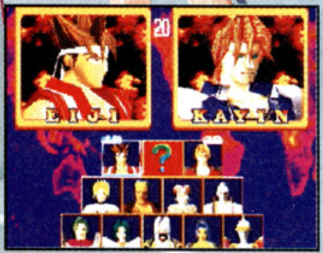
The PlayStation's first polygon fighting game is back with even more in-your-face chop-socky action. In Battle Arena Toshinden 2, which Playmates has secured the rights to release in the States, the mysterious syndicate that organized the first TSD Tournament has summoned the fighters back for another round of relentless violence. Beyond the original cast, Gaia, the deposed organizer of the first tournament, returns to avenge his honor. Two other new contestants have been added: Tracy, a tonfa baton-wielding policewoman, and Chaos, a wigged-out executive of the syndicate who swings a nasty scythe.



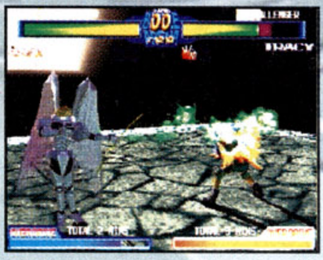
You can still throw an opponent out of the ring for an easy win.

Identical to The Arcade

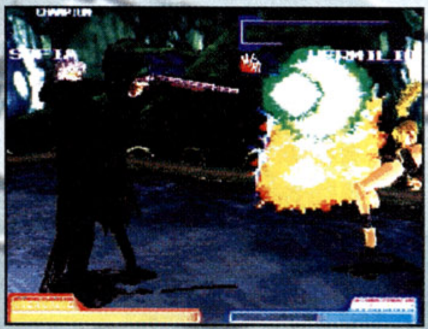
Little difference exists between the arcade and PlayStation versions except for the opening computer-generated live-action movie in the home version, and the fact that the arcade version uses only three buttons. Along with Ridge Racer and Mortal Kombat 3, this is the sequel to one of the top three best-selling PlayStation games in the U.S. last year.



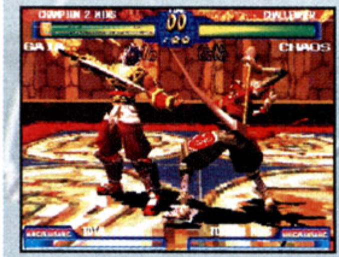
Eleven fighters, with a random-select feature



The first new boss – the winged Uranus

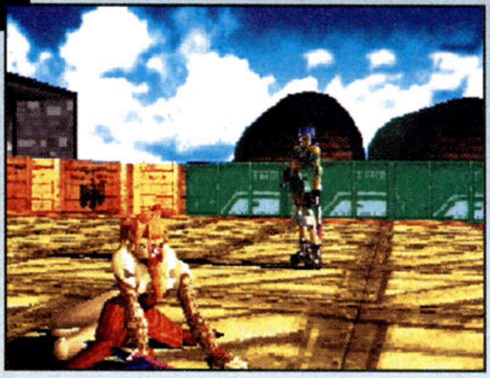


The hidden boss Vermilion attacks with his double-barreled shotgun. He also carries a pistol.



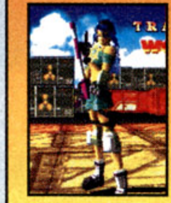
Gaia and Chaos square off.

Live-action opener

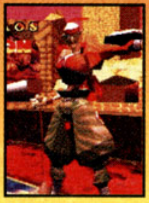


All-new backgrounds and music

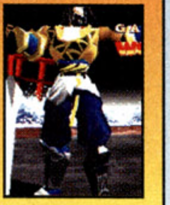
New Fighters



Tracy

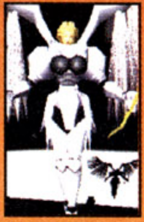


Chaos

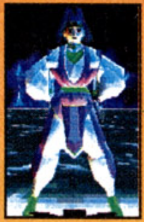


Gaia

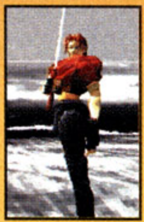
New Bosses



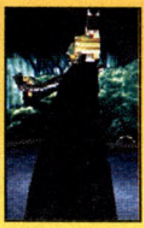
Uranus



Master



Sho



Vermilion

Facing the contestants at the end are two bosses – the winged Uranus, armed with a bow and arrow, and Master, an incredibly tough opponent with a magical sword. There are also two hidden bosses. Sho returns from the original game. To fight him, you must beat everyone, including Master, without losing a match at level 4 at least. Vermilion is a gaunt, gun-packing angel of death. To challenge this sinister character, you must meet the conditions for fighting Sho, with at least four perfect victories with no damage.

PRIMAL RAGE

[NOW THE FURIOUS DINO-BEASTS ARE RAGING ACTION FIGURES FROM PLAYMATES®]

SLASHED, CHEWED, RIPPED, GNAWED AND DEVOURED. THAT'S IF YOU WIN.

So you think you're pretty tasty, huh? We'll be the judge of that. Because only the winner of the Primal Rage™ Follower Feast contest will have their image digitized for appearance in the Primal Rage™ 2 video game as one of the worshipful, and ultimately edible, followers. Losers, however, must content themselves with merely fantasizing about being torn limb from limb.

TIME WARNER INTERACTIVE

Playmates®

http://www. playmatestoys. com

GRAND PRIZE:

You and a companion will be flown to San Jose, California to spend a day at Time Warner Interactive with the Primal Rage Team. At the end of the day you will be videotaped and digitized to become a Follower in Primal Rage™ 2!

FIRST PRIZE:

You can win an original Primal Rage authentic arcade video game for your own home.

SECOND PRIZE:

Ten winners will each receive a complete set of Playmates' new Primal Rage action figures.

THIRD PRIZE:

Ten winners will each receive a Sega Genesis Primal Rage game cartridge.

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PRIMAL RAGE OFFICIAL CONTEST RULES

1. Please read rules and requirements carefully.
2. Return this official entry form or enter via the Playmates website at http://www.playmatestoys.com. Playmates not responsible for lost, late, illeligible, incomplete, mutilated, postage due or misdirected mail. Illeligible entry forms and entries not satisfying all contest rules automatically disqualified.
3. Mail to: Primal Rage Contest, Playmates Toys, Inc., 16200 S. Trojan Way, La Mirada, CA 90638. Entries must be received by May 31, 1996. All entries become sponsor property; none returned. Winners will be notified by phone.
4. Prize Structure: Grand Prize (1 Winner) Appearance in the next Primal Rage arcade game. Includes round trip air travel to San Jose, CA, hotel accommodations, and transportation to/from TWI for two persons, along with a tour of TWI and a studio session in which the winner will be videotaped for an appearance in the sequel to Primal Rage. Winner responsible for all expenses not specified herin. ($4,000 approx. retail value). First Prize (1 Winner) The original Primal Rage arcade video game ($2,499 approx. retail value). Second Prize: (10 Winners) Each of ten winners will receive a complete set of ten Primal Rage action figures. ($70 approx. retail value). Third Prize: (10 Winners) Each of ten winners will receive a Primal Rage Sega Genesis game cartridge ($64.99 appox. retail value). Taxes are winners' responsibility. One prize per household or family.
5. Contest open to U.S. residents in Continental United States; void where prohibited, licensed or restricted by law. Employees of Playmates Toys, Inc., and Time Warner, their subsidiaries, affiliates, advertising, and promotional agencies, the immediate families of same not eligible. If a minor, grand prize trip winner must be accompanied by parent or guardian.
6. Trip prize must be booked 30 days in advance and taken by July 15th, 1996. Bookings subject to availability; all arrangements by sponsor options, prizes not transferable. No prize substitutions or cash redemption.
7. For a winners list, send a self-addressed, stamped envelope to: Playmates Toys, Inc., 16200 S. Trojan Way, La Mirada, CA 90638.
8. By entering participants automatically consent to use of name, photo, and/or likeness for advertising uses without additional consent.

OFFICIAL ENTRY FORM

Name (Please Print Clearly)

Address **Apt. #**

City **State** **Zip** (Required)

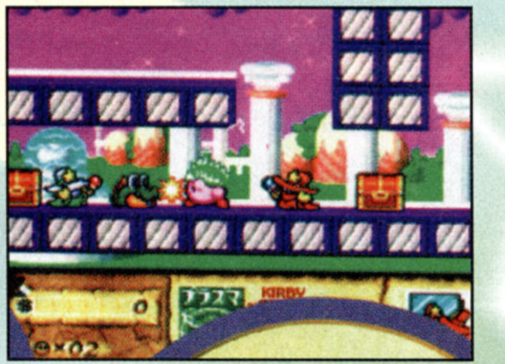
Telephone **Age** **Date**

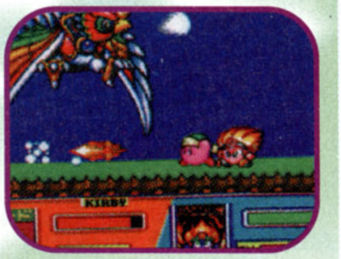
Contestant's Signature (Under 18-parent/guardian signature)

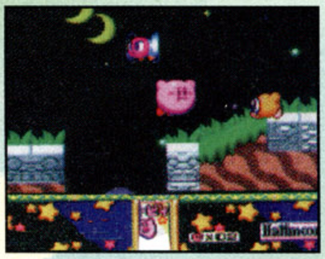
Which Primal Rage Beast Is Your Favorite?

KIRBY SUPER DELUX

By Nob Ogasawara and Major Mike







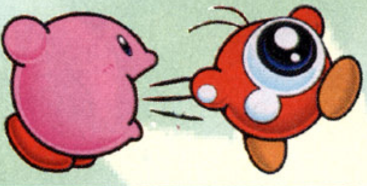
KIRBY SUPER DELUX
PUBLISHED BY NINTENDO OF JAPAN
DEVELOPED BY HAL LABORATORY
SUPER FAMICOM
ACTION
32 MEGS
2 PLAYERS
AVAILABLE NOW IN JAPAN

90% COMPLETE

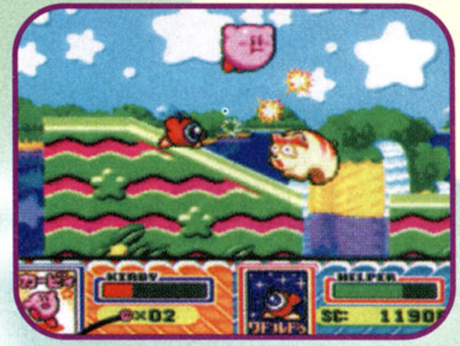
The lovable, rotund hero finally makes his 16-bit action-game debut after starring in two Game Boy games and one of the last NES games. It's true Kirby appeared in the 16-bit games, Kirby's Special Tee Shot and Kirby's Avalanche, but never before as an action hero. Befitting the title, this 32-meg romp is a collection of six separate games, all with different title screens, stories, and endings.

SIX GAMES IN ONE

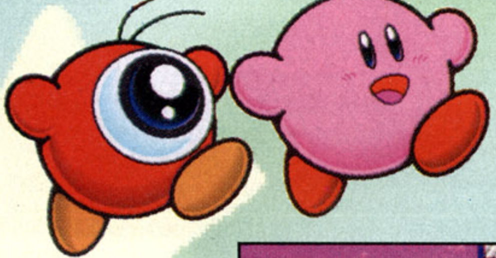
The first game is basically a condensed remake of the first Game Boy title where Kirby can inhale enemies and fly, but can't copy the skills of swallowed enemies.

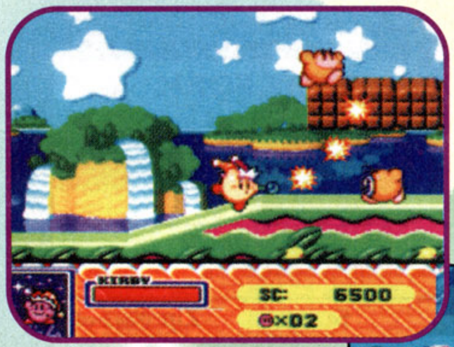


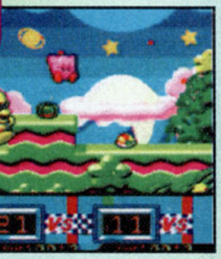
The second game, called The White Winged Dyna Blade, is more like the second GB and the NES games. Kirby can copy the skills of inhaled enemies – such as gaining an umbrella as a parachute, spitting fire balls, freezing enemies, growing porcupine quills, and more. As a new trick, Kirby can transform a swallowed enemy into a helper to accompany him on his quest. A second player or the computer controls the helper.

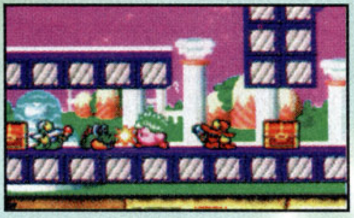


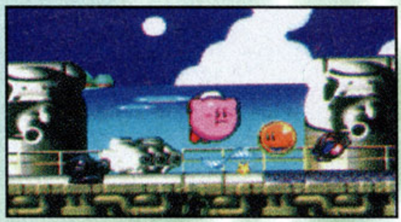
Game three is a foot race against the original penguin boss of the first GB game. The two contestants must scarf down tasty food items while on the run.











KIRBY EXPLORER

The fourth game is a dungeon-exploration game. Kirby, together with a helper, must find up to 60 hidden treasures in a huge cavern while facing hordes of nasties. Game five is considerably different from the others in terms of graphics. While the other games are bright and cheerful, this one places Kirby in a Contra-like setting inside a flying fortress. The spherical hero must infiltrate the fortress and make it crash within a certain time to prevent it from raining destruction upon the world.

The final game has Kirby learning skills and befriending new helpers as he progresses. Unlike the other games, where Kirby could use only the skill of the last enemy swallowed, skills once learned can be selected and used at any time in this contest.

A KIRBY SIX-PACK

In addition to the six main games, Kirby Super Delux has two mini games, including a quick samurai draw game and a punching power game. With a full six-pack of Kirby's adventures, this cart lives up to its name.

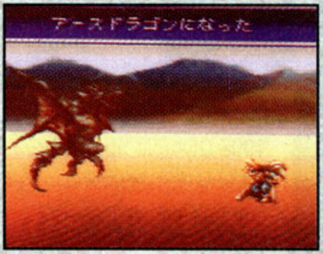
Bahamut Lagoon

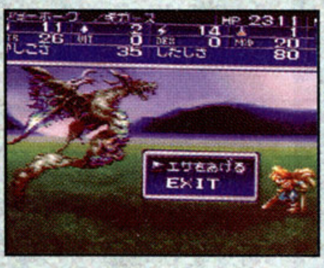
Bahamut Lagoon
Published and developed by Square of Japan
Super Famicom
War sim/RPG
24 megs
1 player
Available now in Japan

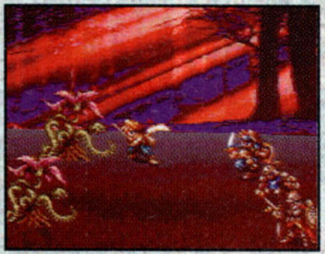
90% COMPLETE

The latest offering from the RPG masters at Square is this epic game in which you fight wars in Fire Emblem style. This means raising dragons as your main offensive threats and employing a battle system that consists of field maps in which battle units are deployed.

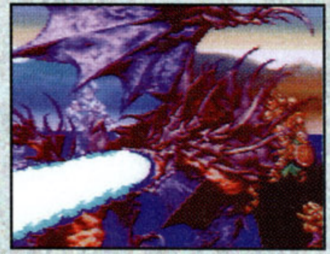
Each battle unit, which consists of four humans and one dragon, slugs it out against opposing units in a style similar to Final Fantasy. It's possible to raise more than 200 different kinds of dragons by feeding them a variety of items, including weapons and armor.







It's rumored that Bahamut Lagoon's development team includes key people involved in the making of Ogre Battle and Tactics Ogre, so this should be a deeply engrossing game.

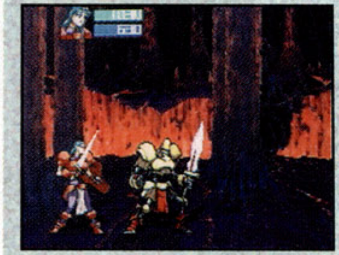


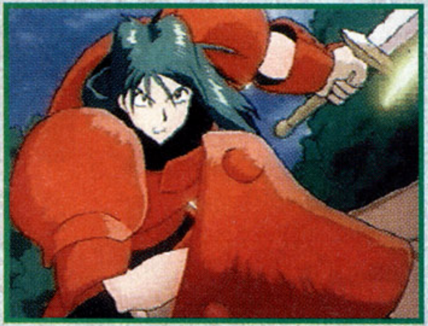
GUARDIAN

Guardian
Published by Sega of Japan
Developed by Treasure
Saturn
CD
Fighting/RPG
6 players
Available now in Japan

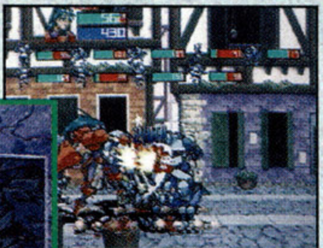
100% COMPLETE

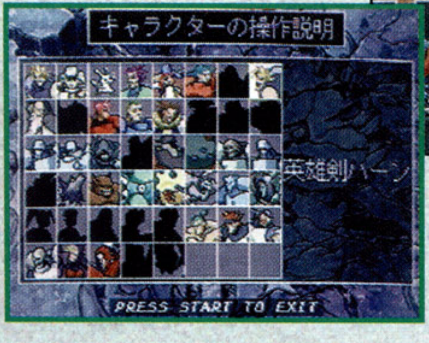
The first Saturn game from Treasure (the makers of Gunstar Heroes and Dynamite Headdy) is this spectacular RPG, which is played like a fighting game. You choose one or two heroes (if you have a friend along) out of four possible, and then pummel your way through hordes of enemies as you progress on your quest.





You can also take a break from saving the world to engage in plain old fighting with up to six players in any combination – from one-on-five to every man for himself. The great part about the fighting mode is that defeated enemies can also be chosen – including everything from the huge stage bosses to nasty little bunny rabbits.





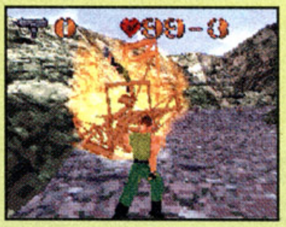
LONE SOLDIER

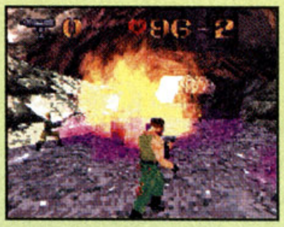
By Tommy Glide

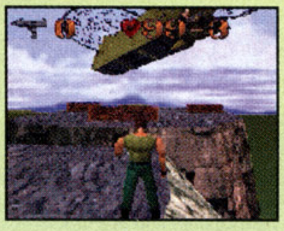
Published by TelStar Electronic Studios, U.K.
Developed by Tempest Software
PlayStation
1 player
Available now in U.K.

U.K. developer Tempest Software is bringing back the classic "one man versus an army" style of gameplay seen before in Commando and Total Carnage.

Lone Soldier puts you back on the battlefield in the form of Hank, an uzi-toting tough guy bent on overthrowing a heavily guarded dictator – not to mention suppressing an alien invasion. From a behind-the-character point of view, you face countless enemy grunts among assorted armored vehicles in jungle, city, and canyon locations. Military power-ups like grenades, machine guns, bazookas, and shotguns, are scattered around this 3D polygonal world. Given the popularity of games like this, Lone Soldier may be a war worth waiting for here in the States.







THE STATE OF THE 16-BIT WORLD

Where have all the 16-bit games gone? And where are the new ones coming from? SNES and Genesis owners get some answers.

By Captain Squideo

Long-time *GamePro* readers will notice a conspicuous void in this month's ProReviews. For the first time in the last six years, our reviewers had no new non-sports SNES or Genesis games to write about. If you thrive on 16-bit games, you've gotta be nervous about the future. In a 32- and 64-bit world, the trusty ol' SNES and Genesis are heading the way of the dinosaur.

Hey, not so fast! Sure, the production of 16-bit games has slowed to a crawl, but the SNES and Genesis still generated impressive sales numbers in 1995. Despite all the ballyhooed new systems that came out last year, the two top sellers were still the SNES and Genesis, which easily outsold the PlayStation and Saturn (see "ProNews").

The Case of the Missing Games

So what happened to all the 16-bit games in 1996? "Fewer but better" is this year's theme. Top titles like DKC 2, Earthworm Jim 2, MK 3, and Vectorman came out during the last six months, but the lesser-known games, which constitute 95 percent of the vast 16-bit library, simply disappeared. Panicky third-party licensees such as Accolade and Capcom cancelled some 16-bit plans and jumped onto the 32-bit bandwagon, while major movies that in years past would've made it as video games went straight to movie-rental shelves instead (*Braveheart* and *Species*, for instance).

Unfortunately, the situation won't improve for 16-bit owners. Although the SNES and Genesis far outsold their next-generation 16-bit competition in 1995, far more units were sold in previous years. And though some big games are expected through 1996, the list is still pretty short, and it's shrinking all the time as works in progress get cancelled and more third-party developers abandon the old systems.

Money Can Rent Happiness

Take heart, 16-bit lovers: With almost 3000 existing games from the last five years still around, the SNES and Genesis will continue to be played into the next century, so hang on to those rental memberships. *GamePro* will continue to reveal tips and tricks for classic 16-bit games, both new and old.

But as for brand-new 16-bit games like Sega's upcoming X-Perts, there won't ever again be more than a handful released annually. They'll come from only a few companies, and they'll probably cost more than they have before (Capcom's Mega Man X3 is going for $73.95, the most yet for a Mega Man title). Clearly the breakthrough sales of the PlayStation and Saturn, as well as the anticipation of the Ultra 64 juggernaut, have marked 1996 as the end of an era.

16-Bit Watch

April/May

1996 Olympic Sports by T•HQ (SNES, Genesis)

Frantic Flea by GameTek (SNES)

Ken Griffey, Jr. Baseball 2 by Nintendo (SNES)

Lufia 2 by Natsume (SNES)

Marvel Super Heroes: War of the Gems by Capcom (SNES)

Super Mario RPG by Nintendo (SNES)

Waterworld by Ocean (SNES, Genesis)

X-Perts by Sega (Genesis)

June

Mohawk & Headphone Jack by T•HQ (SNES)

July

Bass Masters Classic '96 by T•HQ (SNES)

September

Brunswick's Tournament of Champions by T•HQ (SNES)

"Spanky's Hustle Game" (tentative title) by Natsume (SNES)

October

PGA European Tour by T•HQ (SNES)

November

"Bass Bashing" (tentative title) by Natsume (SNES)

Super Road Rash by T•HQ (SNES)

No dates yet

A basketball game by Williams (SNES, Genesis)

A hockey game, possibly NHL Open Ice: 2 on 2 Challenge by Williams (SNES, Genesis)

Arcade Classics by Williams (SNES, Genesis)

Killer Instinct 2 by Nintendo (SNES) – This game is a possibility

Lost Vikings II by Interplay (SNES)

Maui Mallard by Disney (SNES)

Pinocchio by Disney (SNES)

Pocahontas by Disney (SNES)

Ultimate MK 3 by Williams (SNES, Genesis) – This game is a possibility

Cancelled Games

Many more 16-bit games were planned for 1995 and '96 than were released. Here's a partial list of cancellees.

Akira by T•HQ (SNES, Genesis)

Beyond Zero Tolerance by Accolade (Genesis)

Comanche FX by Nintendo (SNES)

Converse City Ball Tour by Virgin (SNES, Genesis)

Fireteam Rogue by Accolade (SNES, Genesis)

Formula 1 - World Championship Edition by Domark (SNES, Genesis)

Green Lantern by Ocean (SNES)

Jack Nicklaus Golf '95 by Accolade (Genesis)

Mega Man: The Wiley Wars by Capcom (Genesis)

Popeye by American Technos (SNES, Genesis)

Star Fox 2 by Nintendo (SNES)

Steven Seagal's The Final Option by TecMagik (SNES, Genesis)

Super Turrican 2 by Ocean (SNES)

Survival Arts by American Sammy (SNES, Genesis)

Time Killers by T•HQ (SNES, Genesis)

Tinhead by Spectrum HoloByte (SNES)

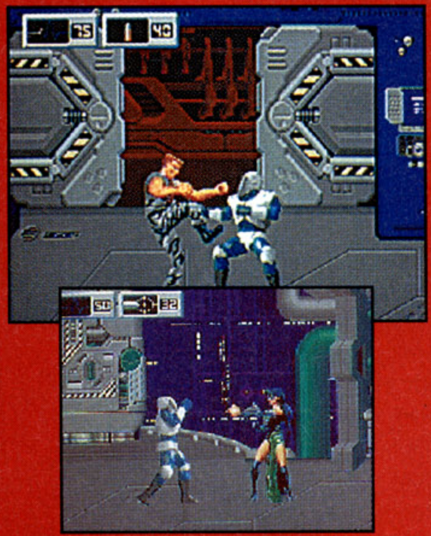
Virtual Hamster by Sega (Genesis)

X-Perts

Genesis

By Air Hendrix

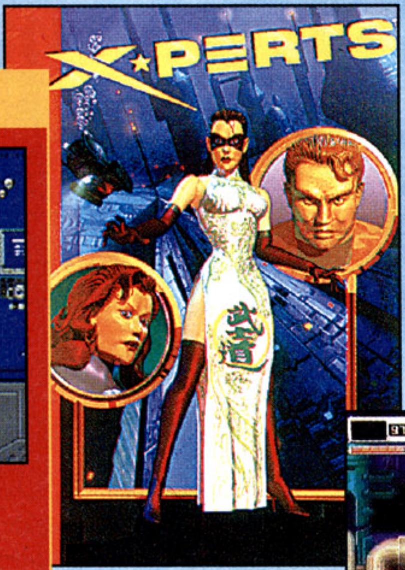
Gameplay

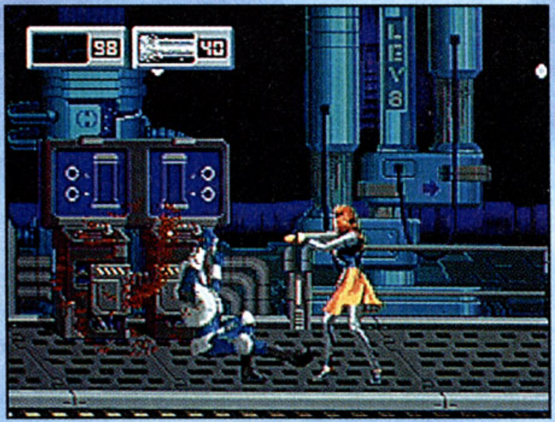


Sega's newest Genesis game puts you in charge of the X-Perts, a three-person squad tasked with annihilating a terrorist group that captured an undersea lab. The action goes down in a unique blend of gameplay styles: As in Streets of Rage, you wander the levels searching for a fight, but once the battle begins, it's standard Mortal Kombat–style fighting. Some strategy elements spruce up the mix as well.

Shadow of Eternal Champions fame is back to lead the X-Perts, but players simultaneously control all three characters and switch among them. The game automatically saves as you progress, and the mission objectives change each time you play to enhance replay value.

This version is too preliminary to call it a star or a stinker, but the premise is sure intriguing. Keep your eyes peeled for future updates.



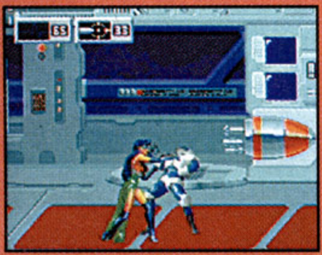


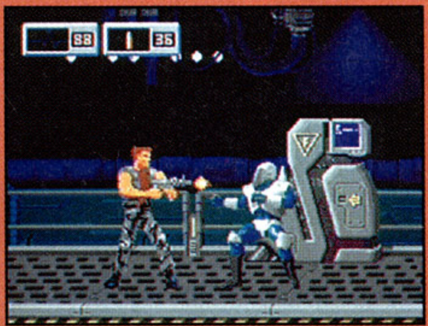
Does X-Perts have the juice to rejuvenate the Genesis? Only hands-on play time will tell, but this advance look seems promising.

Developed and published by Sega
Available Fall

40% COMPLETE

Graphics & Sound



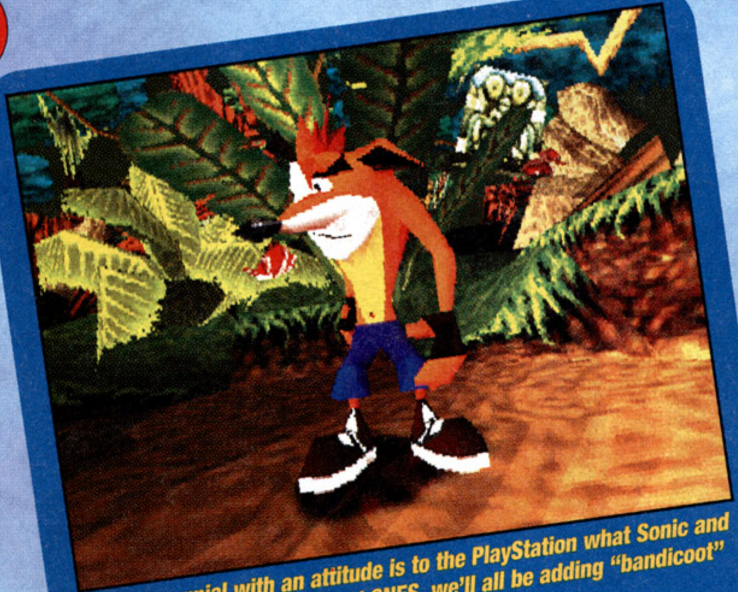


For a Genesis game, the graphics shine even at this very early stage. The respectably large, rendered sprites move, fight, and shoot with realistic grace through crisply detailed industrial backgrounds. More variety and interaction with the scenery would improve the final version, though. Few sounds were included yet, but Sega plans to work in a commentator that points out important offscreen events.

Crash Bandicoot

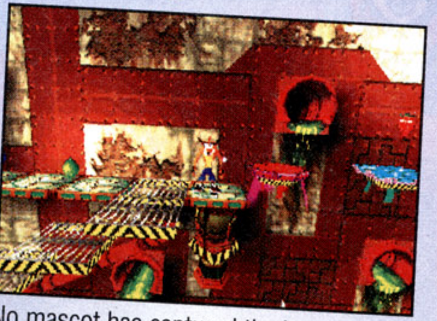
PlayStation

By Cover Girl



If this marsupial with an attitude is to the PlayStation what Sonic and Mario were to the Genesis and SNES, we'll all be adding "bandicoot" to our video-game vocabularies.

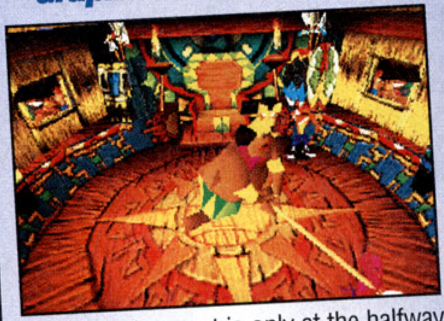
Gameplay



No mascot has captured the hearts, minds, and dollars of PlayStation owners the way Sonic and Mario won over Genesis and SNES owners. Crash Bandicoot, an orange, rat-like marsupial, could possibly change all that.

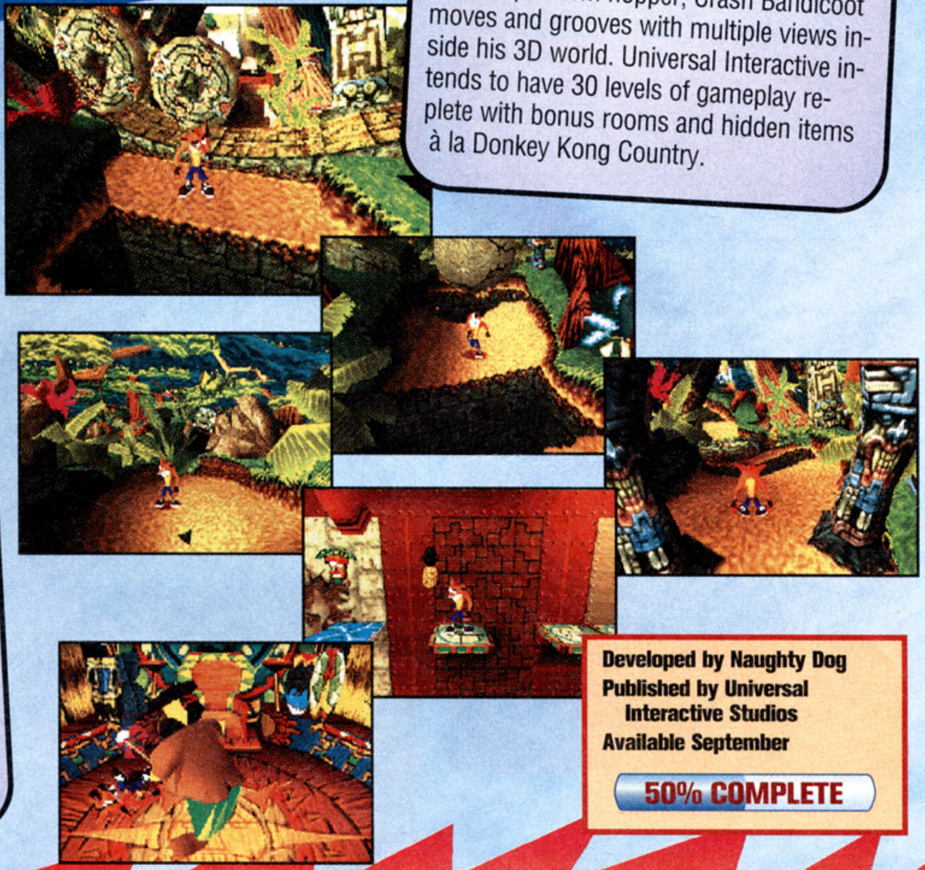
The game smacks a little of Sonic. There's an evil doc, Dr. Neo Cortex, who wants to rule the world, and a girlfriend named Tawna who needs rescuing. But unlike the typical side-scrolling action/adventure platform hopper, Crash Bandicoot moves and grooves with multiple views inside his 3D world. Universal Interactive intends to have 30 levels of gameplay replete with bonus rooms and hidden items à la Donkey Kong Country.

Graphics & Sound



Game development is only at the halfway point, but graphically Crash has the early looks of a winner. Crash and his cohorts jump off the screen at you in fully rendered 3D animation.

The game's theme music and sound effects weren't available for previewing, but reportedly the effects are being created by movie-effects editors. It looks like Crash could have all the bells and whistles necessary to make him the PlayStation mascot – now we just need to wait for the gameplay.



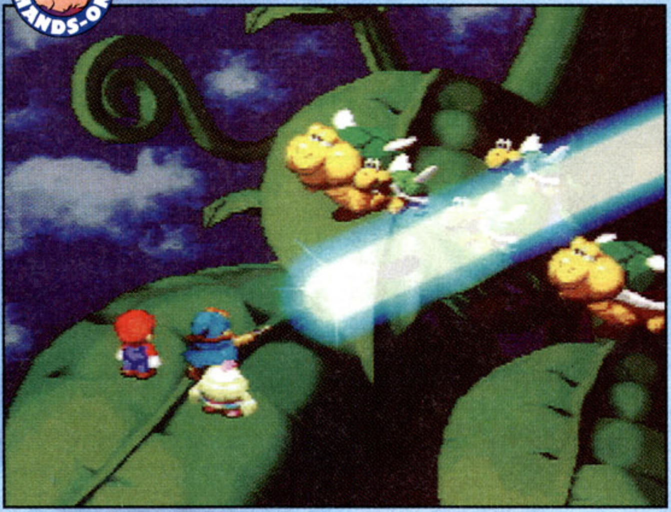
Developed by Naughty Dog
Published by Universal Interactive Studios
Available September

50% COMPLETE

Super Mario RPG

Super NES

By Nob Ogasawara

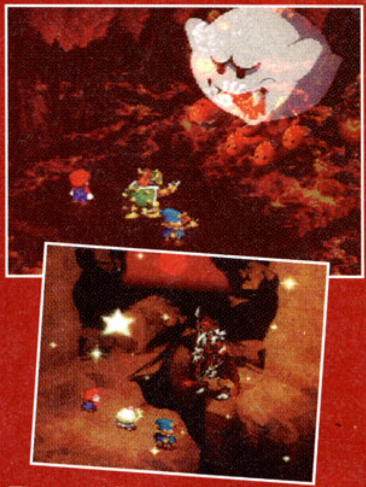


Given the sheer RPG genius of Square and the grand gaming vision of Nintendo, Super Mario RPG is shaping up to be an enormous masterpiece.

Developed by Nintendo and Square
Published by Nintendo
Available May
(Screens from Japanese version)

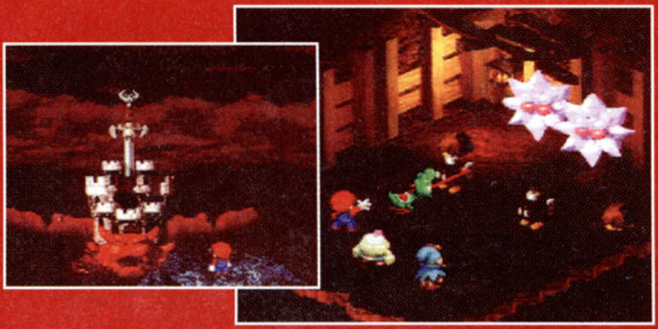
100% COMPLETE

Graphics



The graphics showcase a breathtaking diagonal view with fully rendered 3D characters and objects similar to those featured in Donkey Kong Country. This visual style lends itself well to showcasing Mario's actions, such as his dashes and jumps.

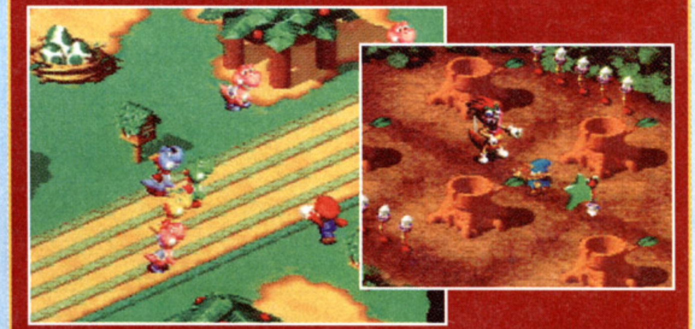
Gameplay & Controls



The field map provides a diagonal view that allows movement in eight directions, including running and jumping. The fighting, however, is entirely menu driven – when Mario runs into an enemy, the screen switches to a fighting stage. The fighting menu has four choices that enable you to attack, defend or run, use an item, and perform a magic attack by using Buttons A, B, X, and Y.

The attack mode is totally unique. By pressing the Attack button at certain times, a different kind of attack is unleashed. Also, various attacks are performed by hitting the Attack button repeatedly at different speeds, keeping the button pressed, or by making circular motions on the directional pad. Unlike run-of-the-mill RPGs, this system makes it necessary for the player to stay involved with the action.

Story Line



The epic adventure starring the world's best-known plumber unfolds with Mario locked in mortal battle with Bowser, who has kidnapped Princess Daisy for the umpteenth time. As the eternal rivals slug it out, a huge sword plunges from the heavens into Bowser's castle, causing a massive explosion that blows Mario back home.

Thus begins Mario's sprawling journey to defeat a mysterious foe that has descended from the sky with only a handful of mates, including a frog child, a wooden puppet, and even Bowser!

© 1995 Nintendo/Square
Characters: © Nintendo, © Square

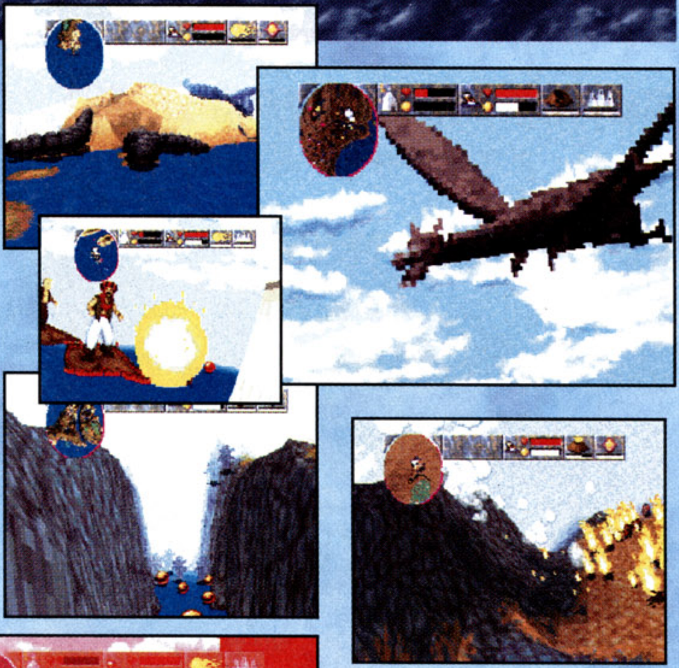
Magic Carpet

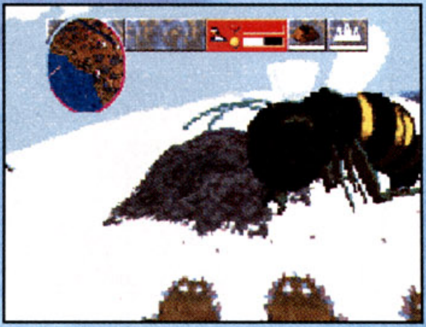
PlayStation **Saturn**

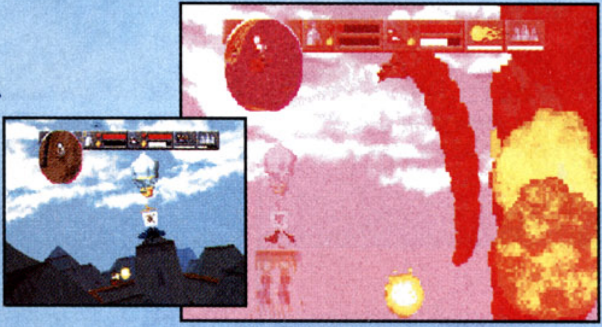
The latest PC game to leapfrog to the 32-bit pond is Bullfrog's much-heralded Magic Carpet. An action/flight sim straight out of *Arabian Nights*, Magic Carpet takes place in a 3D world where spells are weapons and mana is lifeblood.

You're aloft on a woven rug, trying to eradicate evil wizards by casting spells that do everything from building castles to leveling your enemies' domains. Your goal is to collect mana, the elixir of power that earns you the most devastating spells and increases your castle-building abilities.

Magic Carpet weaves strategy into its action-oriented tapestry with monsters, such as griffins, and narrow chasms that hide mana. If Bullfrog ports the PC version exactly, the landscapes will unfold in real time – literally on the fly.







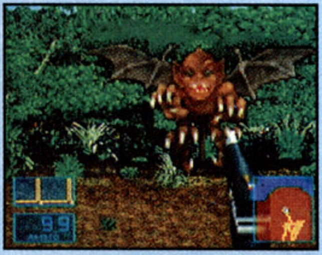
Developed by Bullfrog
Published by Bullfrog and Electronic Arts
Available May

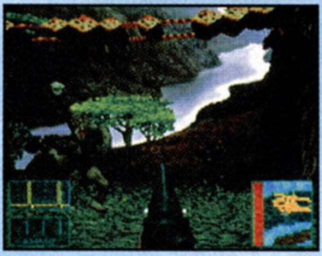
70% COMPLETE

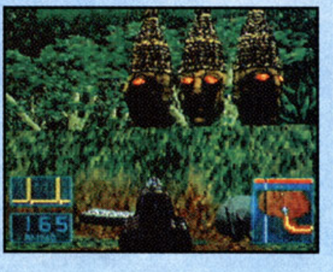
Congo the Movie: The Lost City of Zinj

Saturn

Based on the short-lived flick, Congo is a first-person Doom-style action game that offers a change of scenery for the claustrophobic. Congo's rendered 3D environments take you through your paces in vivid 360-degree jungle scenarios. Chest-thumping gorillas, giant mosquitoes, killer spiders, and the like stall your search for the treasure of Zinj. If you saw the flick, you may recognize four areas in the game, but the musical score's original.







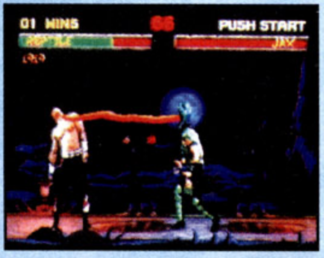
Developed and published by Sega
Available April

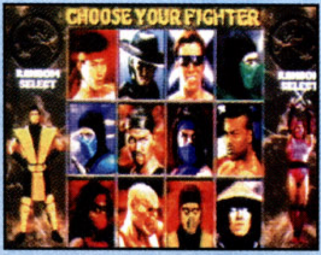
80% COMPLETE

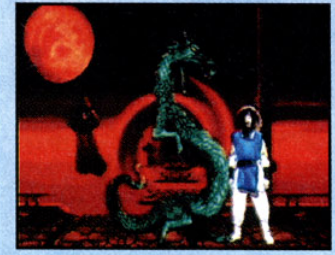
Mortal Kombat II

PlayStation

Not to be left out of the krowd, PlayStation kombatants will soon get their MK II fix. This version of the popular head-to-head fighting game presents all the arcade fighters, including Reptile. Babalities, Friendships, finishing moves, combos, and hidden characters are also intact. Additional frames of animation on top of enhanced graphics and sounds should up the enjoyment value of this classic fighter.







Developed and published by Acclaim
Available now

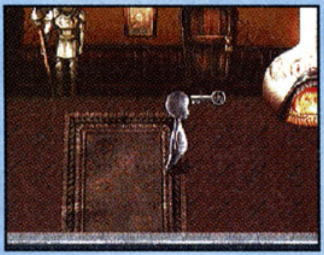
60% COMPLETE

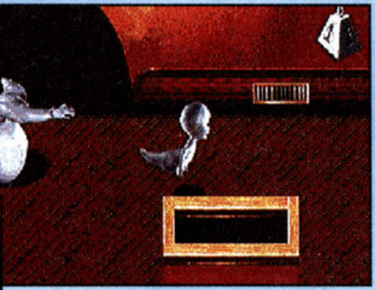
Casper

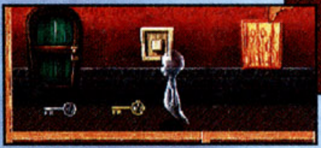
PlayStation Saturn 3DO

Casper scares up puzzle-solving action in this action/strategy game based on the movie. As Casper, you search for missing pieces of the Lazarus Machine. Voices and 3D character models from the flick add to the fun.

By Interplay
Available March

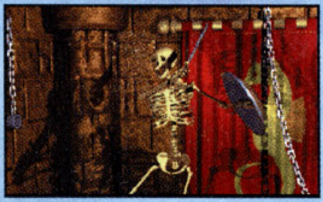






Chronicles of the Sword

PlayStation PC CD

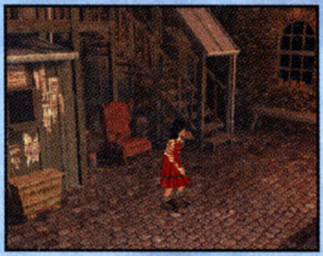


Chronicles continues the Arthurian legend in the graphic adventure realm. From first- and third-person perspectives, you explore areas to uncover secrets and match wits and weapons with enemies.

By Sony Interactive
Available Now

City of the Lost Children

PlayStation PC CD

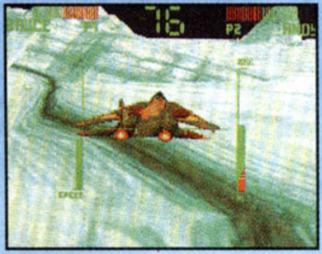


This action/adventure game sends you on a search through 100 rooms. The animated 3D characters were rendered with models and motion-capture techniques.

By Sony Interactive
Available Third Quarter '96

Deadly Skies

PlayStation Saturn 3DO PC CD

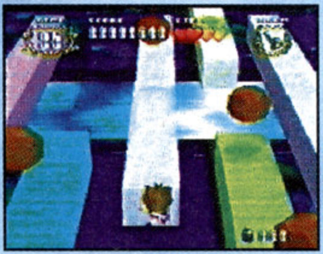


Engage in one- or two-player dogfights with your choice of a fully armed F16, MIG29, or F117A Stealth Bomber. Rendered 3D backgrounds and polygon graphics enliven the aerial action.

By JVC
Available Winter '96

Floating Runner

PlayStation

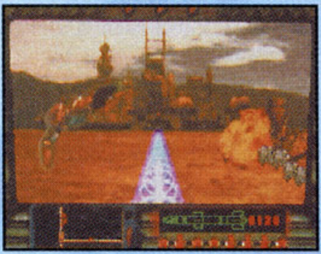


Floating Runner's character looks like Sonic minus the red sneakers. The forward-scrolling gameplay sends you leaping across platforms and dodging attacks in a 3D world.

By T•HQ
Available May

Maximum Surge

Saturn PC CD

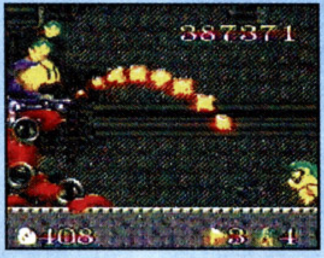


You'll get a surge from the first-person shooter action in this seek-and-destroy game that's packed with familiar Hollywood faces, including Yasmine Bleeth *(Baywatch)*.

By Digital Pictures
Available First Quarter '96

Mohawk

Super NES

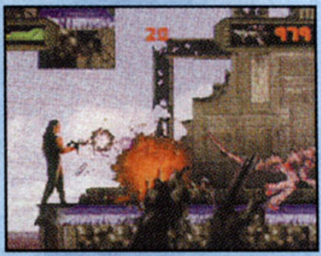


Mohawk's supersonic pace, action/adventure gameplay, and huge levels bring to mind another speedy mammal, but this green-haired dude's world turns upside-down like Sonic's never could. Mohawk's side-scrolling action is for two players.

By T•HQ
Available July

Phoenix 3

3DO

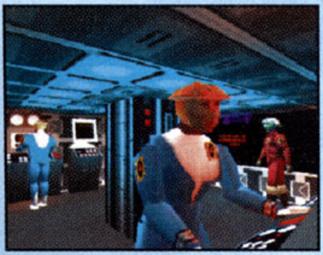


Phoenix 3 rises to the challenge of mixing shooter fun with side-scrolling action gameplay. Your job: Wipe out aliens across 20 levels. You've got the guts and the gunpower to do it.

By Studio 3DO
Available Now

Sentient

PlayStation PC CD

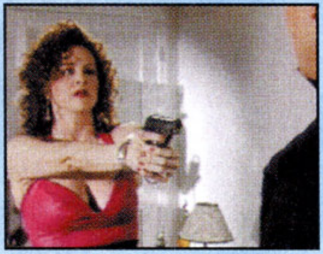


This graphic adventure combines action, strategy, and role-playing with real-time gameplay, where characters make game-altering decisions while you're playing.

By Sony Interactive
Available Third Quarter '96

Snowjob

3DO

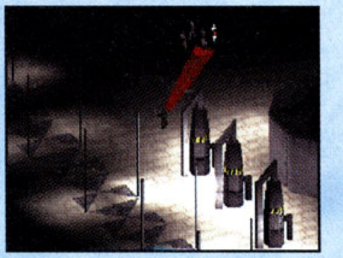


Somebody's trying to deep-six assistant district attorney Lara Calabreeze…20 somebodies, in fact! Your job in this graphic adventure is to bag the bad guy before Lara ends up in a body bag.

By Studio 3DO
Available Now

Syndicate Wars

PlayStation PC CD



You choose one of three characters in this strategy/action sequel to Syndicate. Complex missions up the challenge. Graphic enhancements include light sourcing.

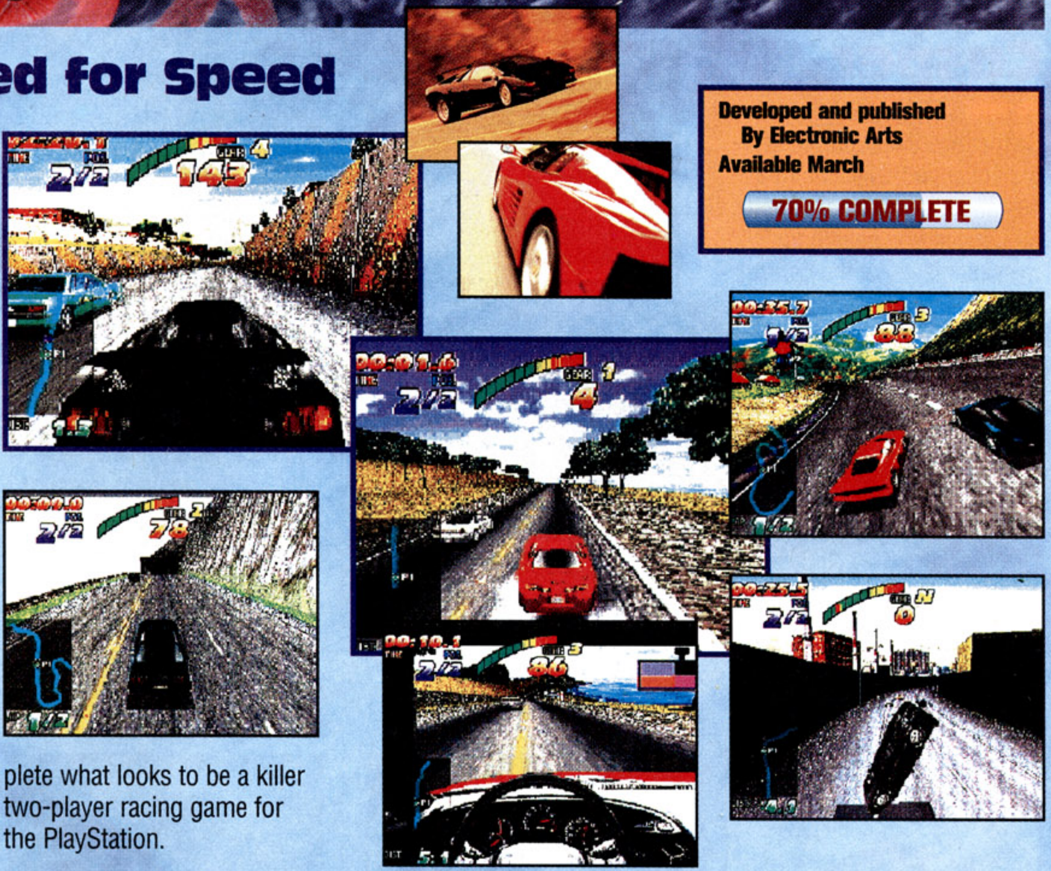
By Bullfrog and Electronic Arts
Available March

The Need for Speed

PlayStation

Need for Speed startled 3DO gamers last year with its top-notch racing, and the smokin' new PlayStation version is revved up to supply even more high-octane thrills. The game's eight exotic cars, including a Lamborghini Diablo and Ferrari 512TR, will instantly entice racing fans. Better yet, EA augmented the 3DO course lineup with a new threesome of tracks (six in all) and two new modes that pit you against all the other cars.

Along with the improved responsiveness in the controls, this Need plays like a new – and much deeper – game. Faster, smoother graphics and those same great at-the-track engine and tire effects complete what looks to be a killer two-player racing game for the PlayStation.



Developed and published
By Electronic Arts
Available March

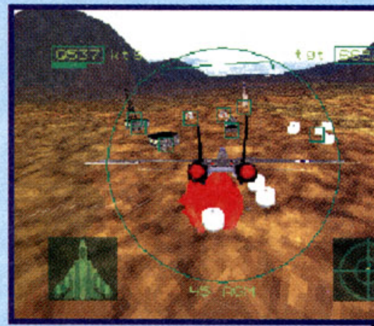
70% COMPLETE

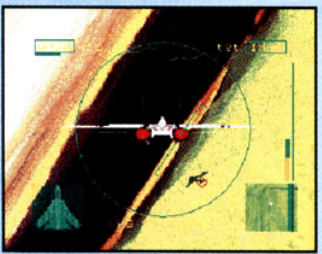
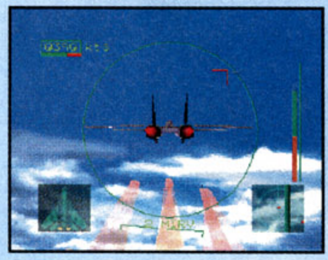
Top Gun: Fire at Will

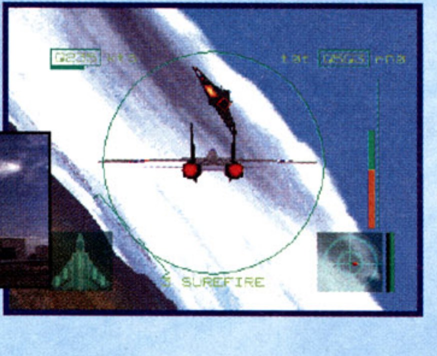
PlayStation

With its strong PC heritage and ties to the hit '80s movie, Top Gun could deliver stellar one-player aircraft shooting on the PlayStation. Following an arcade-shooter format (rather than the PC version's flight-sim feel), Top Gun loads up with a complete set of missiles and other weapons, more than 30 missions, and a full range of movement.

Snazzy 3D landscapes and movie-quality full-motion-video clips create a realistic combat atmosphere, and Spectrum plans to add cockpit chatter to complete the experience. In this very early version, however, the plodding A.I. didn't exactly serve up thumb-busting action. Hopefully Spectrum will tune up the challenge and enemy attack patterns for the final version.



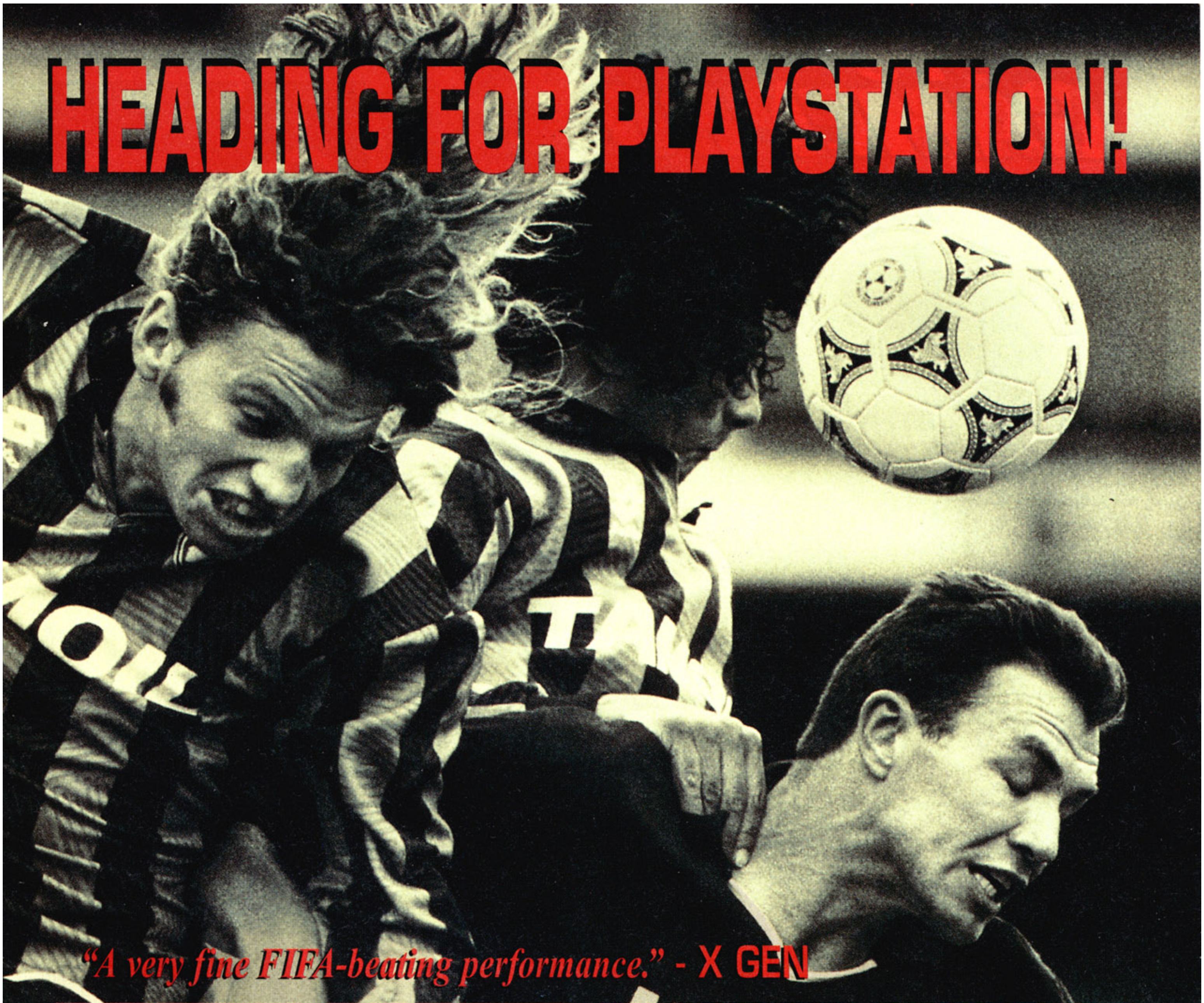





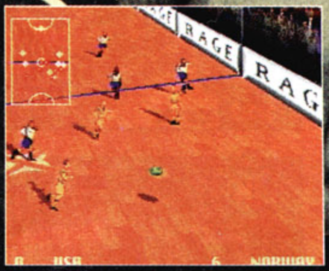
Developed and published
By Spectrum HoloByte
Available May

60% COMPLETE

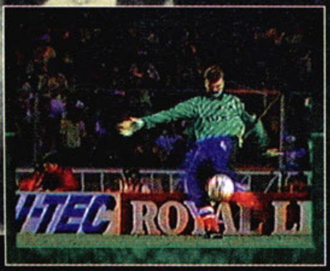
HEADING FOR PLAYSTATION!



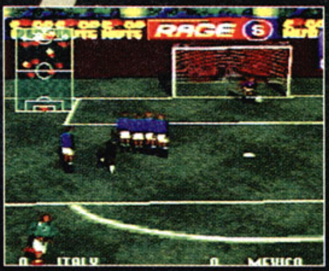
"A very fine FIFA-beating performance." - X GEN



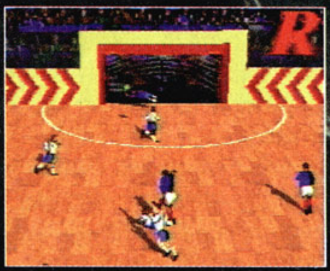
TWO GAMES IN ONE: INDOOR & OUTDOOR SOCCER!



FULL OF INTERNATIONAL HIGHLIGHTS!



FREE KICK! WATCH FOR THE BANANA!



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KIDS TO ADULTS
K-A
AGES 6+

PlayStation™

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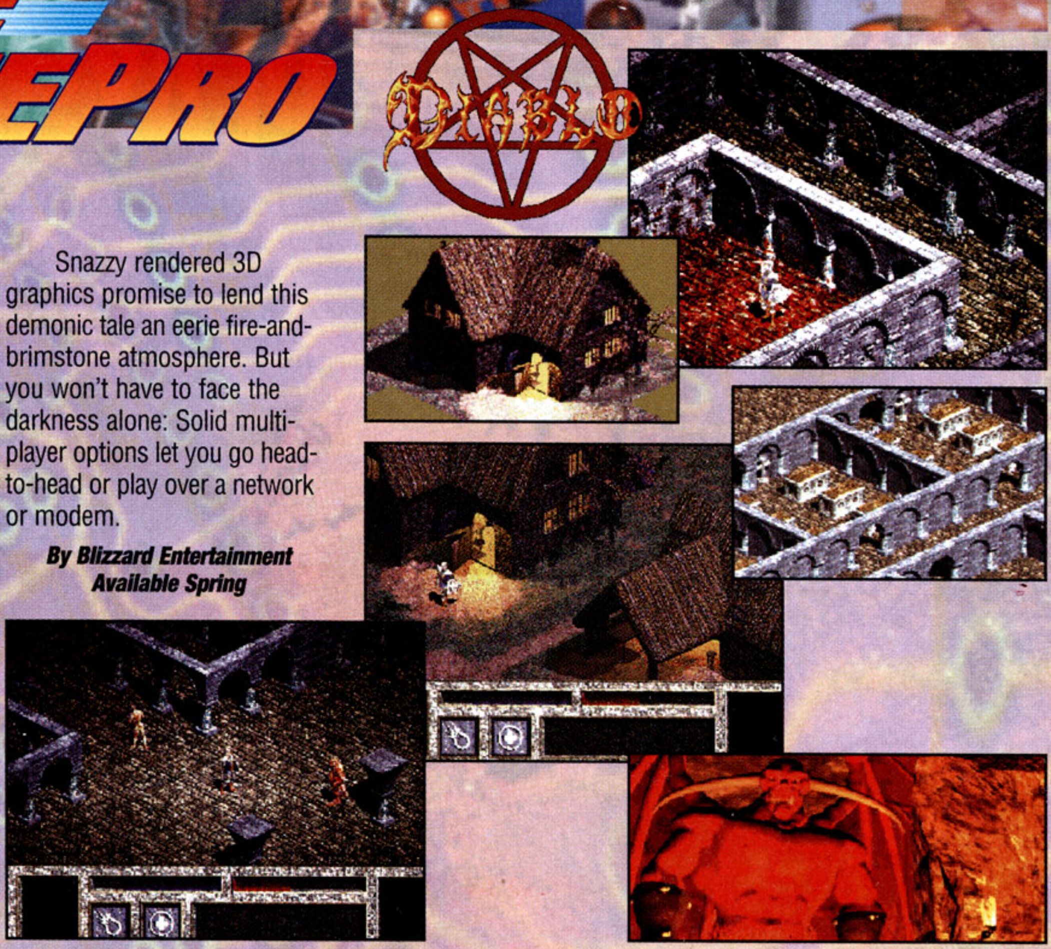
PC GAMEPRO

Diablo **PC CD**



A familiar tale sets the stage for this promising RPG-style adventure. Your medieval village is plagued by an evil force, and you must descend into mazelike crypts beneath the town to seek revenge.

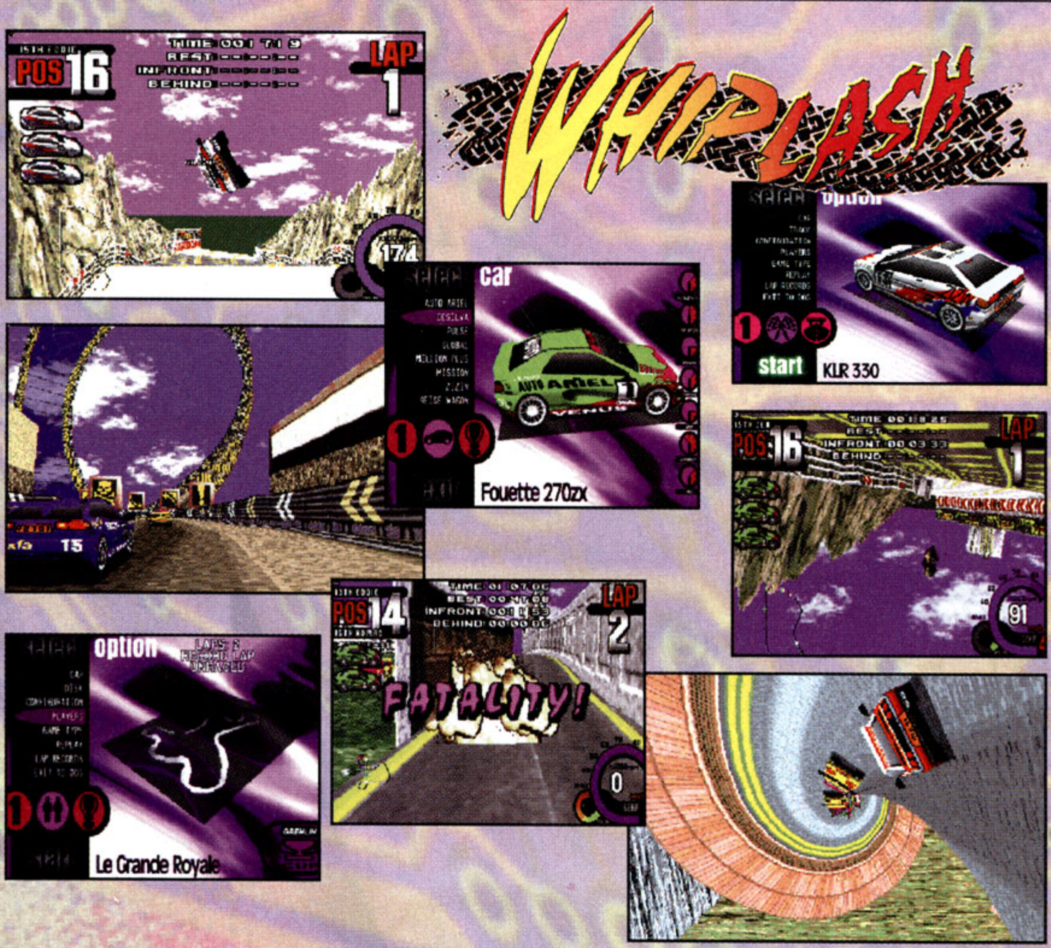
Diablo presents you with a series of missions that you must solve by talking to villagers, poking around in the crypts, and, of course, slaughtering monsters. The mystery of the town's plight unfolds gradually as you gain more powerful fighting skills, weapons, and magic. The dungeons are randomly generated, so the game stays fresh with new traps, monsters, and treasures in each foray.

Snazzy rendered 3D graphics promise to lend this demonic tale an eerie fire-and-brimstone atmosphere. But you won't have to face the darkness alone: Solid multiplayer options let you go head-to-head or play over a network or modem.

By Blizzard Entertainment
Available Spring

Whiplash

PC CD



Whiplash burns rubber on the PC with a new take on racing games. As you crunch fenders around 16 tracks, you work as part of a team to squash the other squads and cross the finish line first. But winning also demands stunt-driving skills – the tracks are packed with hairy obstacles like corkscrews, cross-traffic jumps, rising drawbridges, and towering loops.

A built-in communications feature lets you talk trash and plan tactics in the heat of the race. Up to 16 players can join these fender benders over a network or modem, and Interplay promises to deliver a tough A.I. that'll pull its weight as well.

By Interplay
Available Now

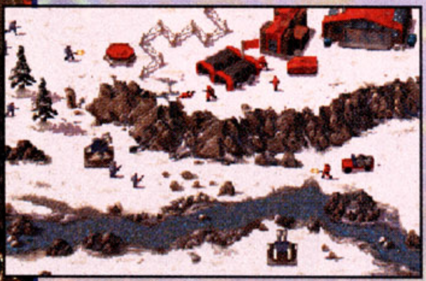
Command & Conquer: Red Alert PC CD

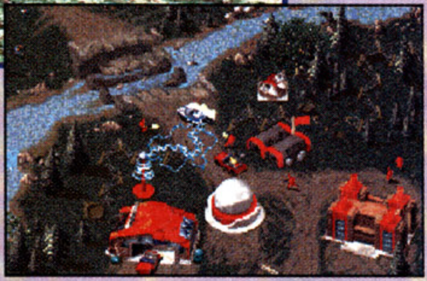
Before World War II, before Hitler rose to power, before Command & Conquer, another enormous empire was about to storm across Europe: the U.S.S.R. The prequel to the best-selling Command & Conquer, Red Alert puts you face to face with the mighty Soviet Empire, which is poised for conquest under the leadership of the tyrannical Josef Stalin.

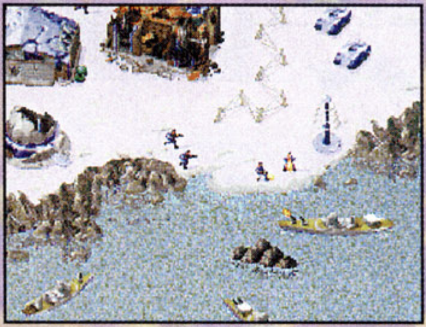
Fighting on land, at sea, and in the air in this combat strategy game, you manipulate a new arsenal of machinery, munitions, and manpower, including attack dogs, chemical bombs, saboteurs, subs, paratroopers, land mines, bombers, and cruisers. Among the game's other new features are an enhanced A.I. that's tougher than ever, a Skirmish mode that lets you practice maneuvers, and larger maps that are double the size of those in C&C.

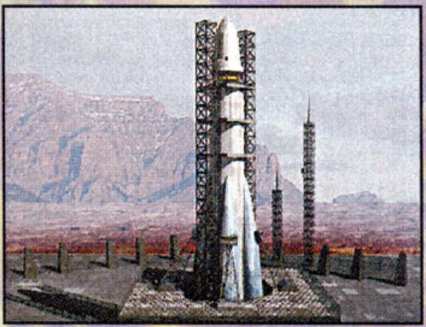
With three paths to victory (two as the Allies and one as the Soviets) and at least 13 missions per path, Red Alert provides a full combat experience. Here's your chance to "Just say nyet" to Communism.

By Virgin
Available April

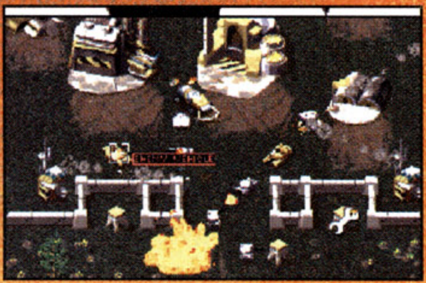


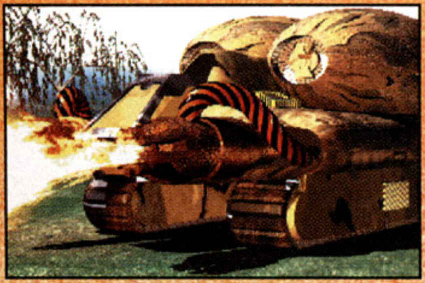


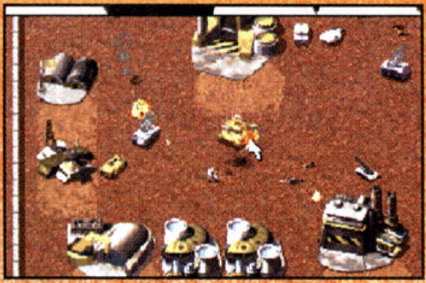




COMMAND & CONQUER: COVERT OPERATIONS PC CD





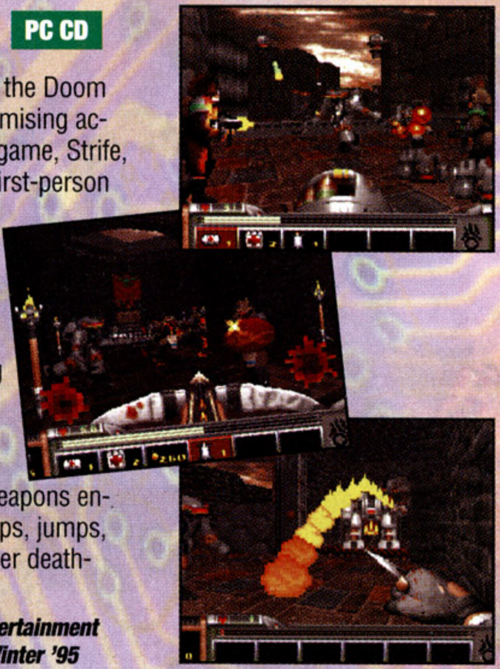


After scoring big with Command & Conquer, Virgin is offering a companion disc of interactive combat strategy called Covert Operations.

The 15 new solo-play missions, 10 new multiplay maps, and 7 new soundtracks expand on the original battle between the Global Defense Initiative and the Brotherhood of Nod. Taking either side, you can play the missions in any order. As in C&C, newscast footage, commercials, and additional realistic features help bring the fight to life.

Available now, Command & Conquer: Covert Operations is priced at $24.95. You also need the original Command & Conquer game.

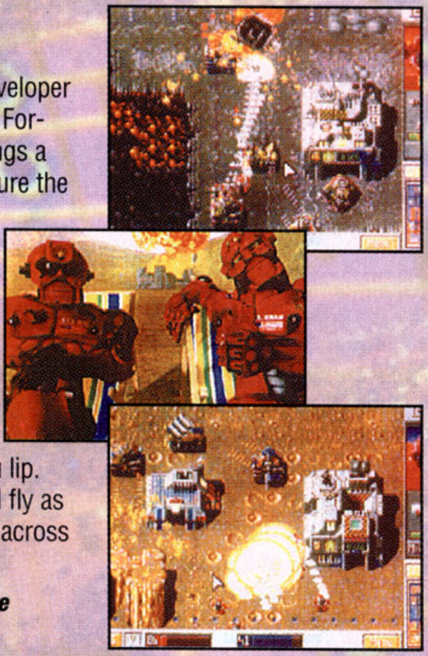
Strife **PC CD**



Rogue beefed up the Doom engine for its promising action/role-playing game, Strife, which creates a first-person universe with integrated levels. You're a rebel against tyranny who undertakes missions to bring down the Order. Strife augments the Doom-like gameplay with weapons enhancements, warps, jumps, and an eight-player deathmatch mode.

By Rogue Entertainment
Available Winter '95

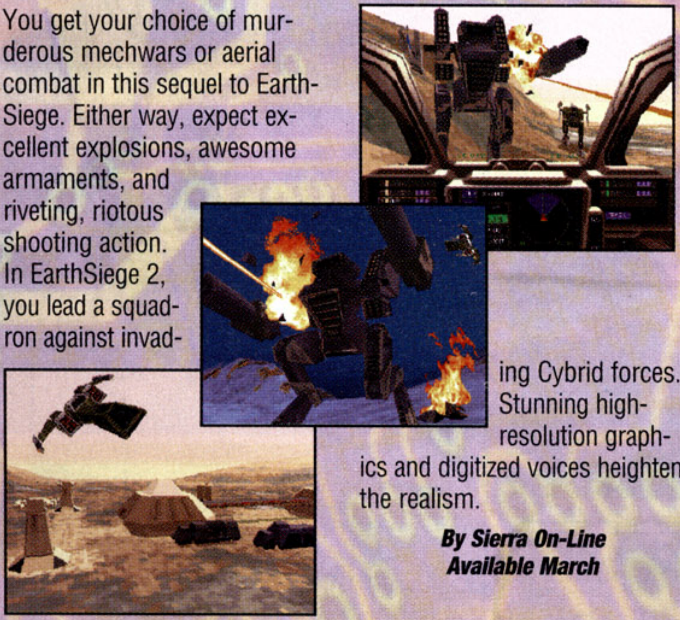
Z **PC CD**



Bitmap Brothers, the developer that brought Soldiers of Fortune to the Genesis, brings a raucous version of Capture the Flag to the PC. In this overhead-view combat strategy game, you command an army of no-good robots who sometimes follow orders (such as capturing munitions factories) and sometimes give you lip. Body parts and shrapnel fly as you conquer the enemy across five planets.

By Virgin Interactive Entertainment
Available April

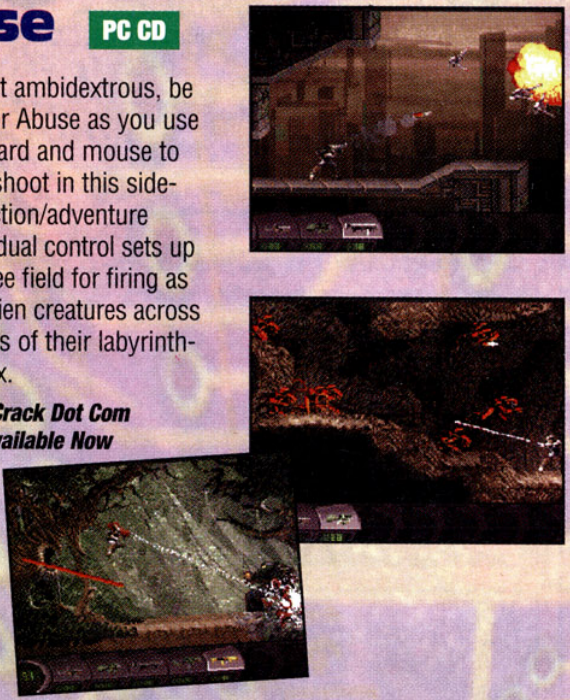
EarthSiege 2 **PC CD**



You get your choice of murderous mechwars or aerial combat in this sequel to EarthSiege. Either way, expect excellent explosions, awesome armaments, and riveting, riotous shooting action. In EarthSiege 2, you lead a squadron against invading Cybrid forces. Stunning high-resolution graphics and digitized voices heighten the realism.

By Sierra On-Line
Available March

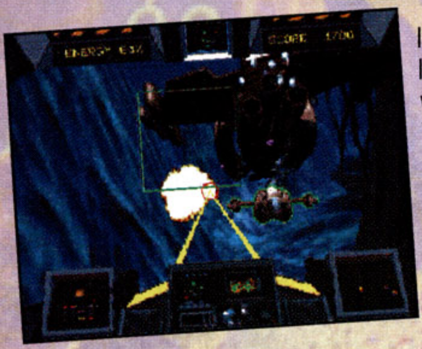
Abuse **PC CD**

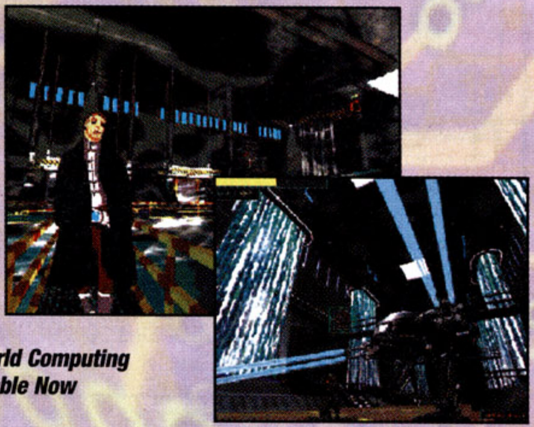


If you're not ambidextrous, be prepared for Abuse as you use both keyboard and mouse to move and shoot in this side-scrolling action/adventure game. The dual control sets up a 360-degree field for firing as you blast alien creatures across the 18 levels of their labyrinthine complex.

By Crack Dot Com
Available Now

Wetlands **PC CD**



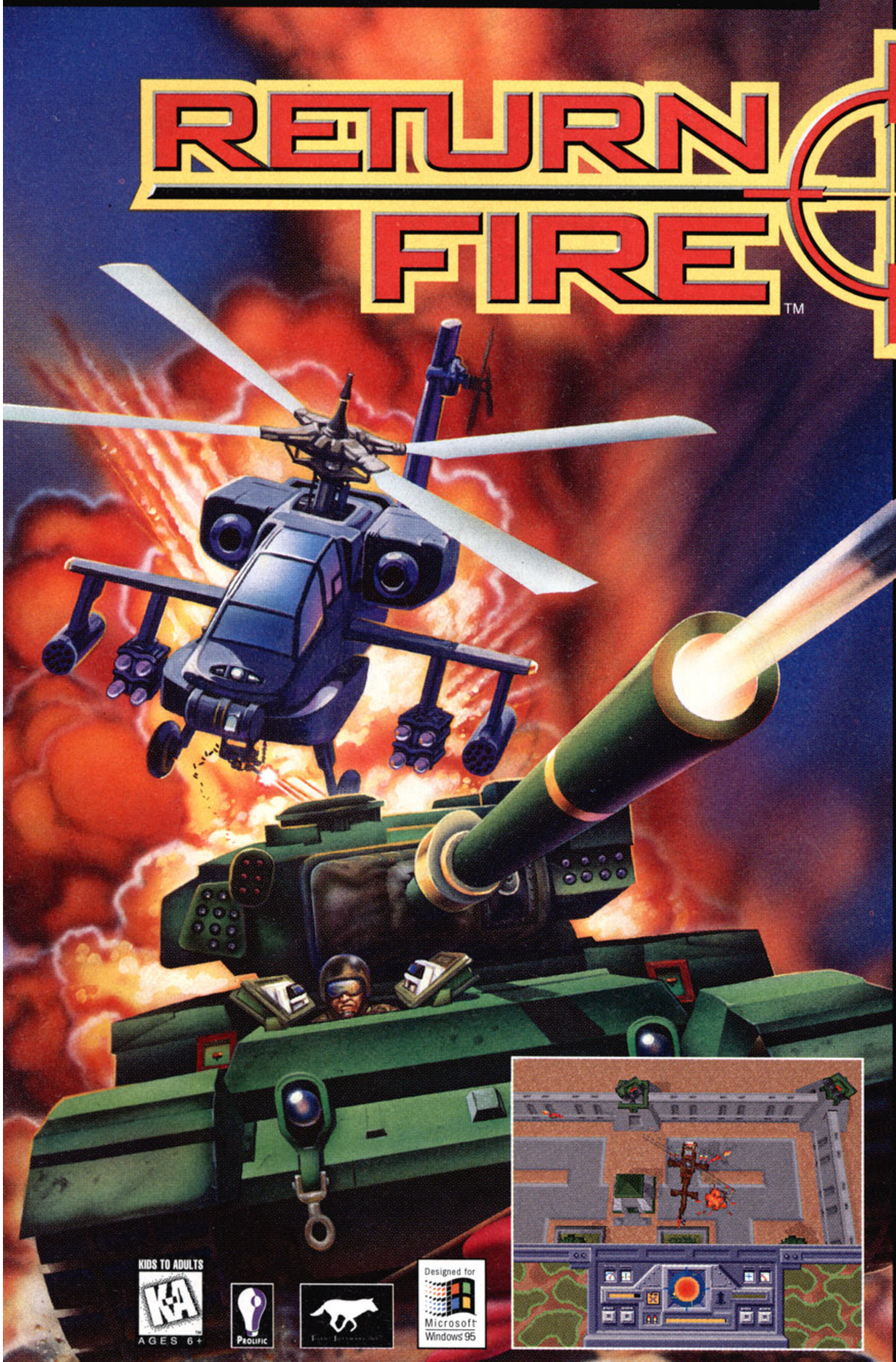


If variety is the spice of life, Wetlands' diversity will salt your PC plenty. This first-person game antes up multiple types of gameplay, including shooter action; various vehicles like speeder bikes that you commandeer; and diverse environments. The animation is refreshingly different, too, as you hunt for an escaped convict.

By New World Computing
Available Now

Download the Demo
http://www.returnfire.com

TAG, YOU'RE DEAD



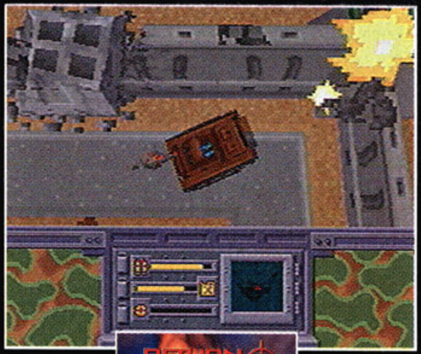
Don't just stand there. Return Fire on PlayStation, Saturn and Windows 95.

Your front line looks like Swiss cheese, and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia video, and a killer dolby* soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time. But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

Destroy. Destroy. Destroy.



RETURN FIRE
SEGA SATURN
PC CD-ROM
PlayStation

Also available on 3DO™

TIME WARNER
INTERACTIVE

Created and Designed by Baron R.K. Von Wolfsheild • Developed by Silent Software, Inc. • Co-Produced by Prolific Publishing, Inc.

*Available for PlayStation only.

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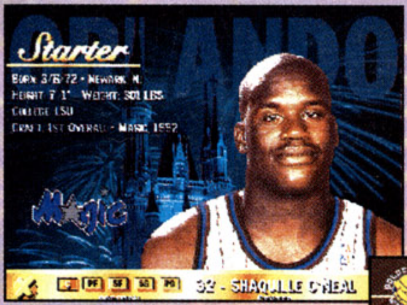
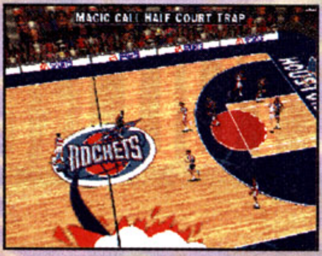
NBA Live '96 PC CD

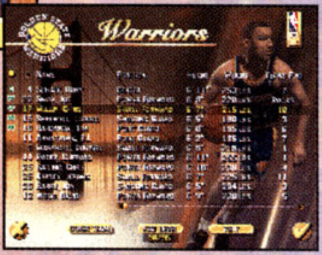
Five-on-five hoops action for up to four players comes to the PC with NBA Live '96. The game brings home all 29 NBA teams, their complete '95–96 rosters, all-star and custom teams, more player stats, and new blocks and moves, including tip slams and dives. You also get exhibition, season play, and playoff modes, plus you can create the next Shaq or Magic with the create-a-player feature.

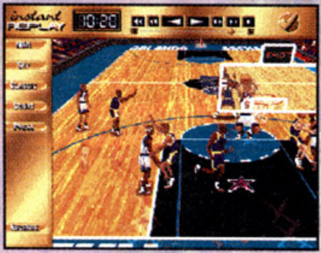
Live '96 intercuts the gameplay with video sequences, while a 3D court and changing camera angles realistically portray the action. CD-quality music is also part of the deal.

By EA Sports
Available Now


Starter
Born 3/6/72 • Newark N.J.
Height 7' 1" Weight 301 LBS
College LSU
32 - SHAQUILLE O'NEAL


MAGIC CALL HALF COURT TRAP
ROCKETS



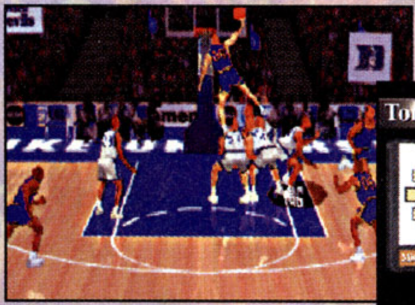

instant replay
10:20

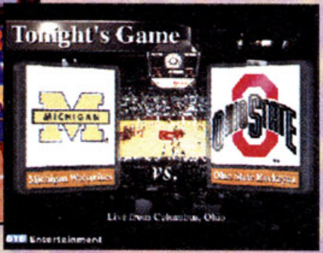
NCAA Championship Basketball PC CD

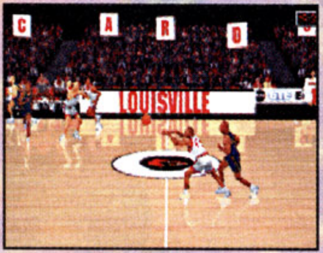
Aiming for authenticity in its first college hoops tryout, GTE Entertainment snagged the NCAA license to bring all 64 Division I teams, their mascots, team colors, and arenas to NCAA Championship Basketball. Building your team from walk-ons or seasoned players, you can play exhibition, tourney, and regular-season modes. The A.I. builds experience for individual players based on pressure during gameplay, age, and abilities, so the freshman team you begin with can walk away the battle-tested champions during March Madness.

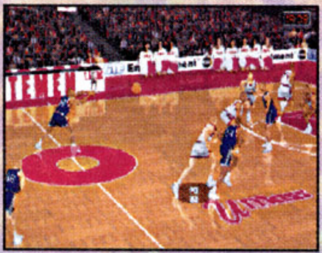
Realistic player movements designed with motion-capture techniques drive NCAA's oncourt action. Some 4500 frames of animation mean that behind-the-back dribbles and slam dunks are depicted with realism and fluidity.

By GTE Entertainment
Available Now




Tonight's Game
MICHIGAN
VS.
Ohio State
Live from Columbus, Ohio
GTE Entertainment


C A R D
LOUISVILLE

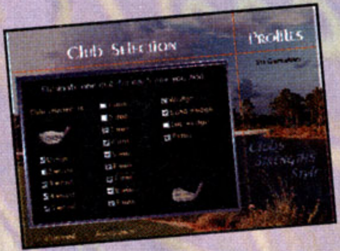


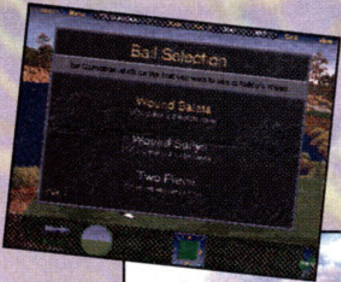
Greg Norman Ultimate Challenge Golf PC CD

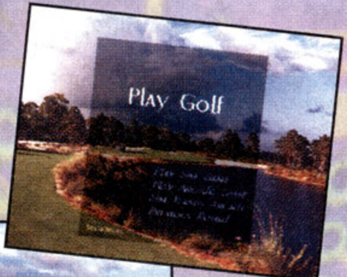
Options abound in Greg Norman Ultimate Challenge Golf, though you play on only one course. You play as the Shark or compete against him, or choose from a selection of female and male golfers. Players can be customized from a menu of 44 attributes, and your clubs and balls are also subject to your whim.

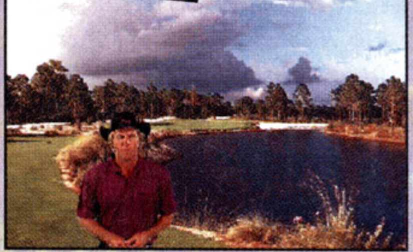
In addition, Ultimate offers arcade-style play where you tee off just as you would on the green, or you can program your swing for maximum effort, calculating the spin, shot height, and power of your swing. Four views of the course keep you on top of the action, and Norman provides commentary during helicopter fly-bys.

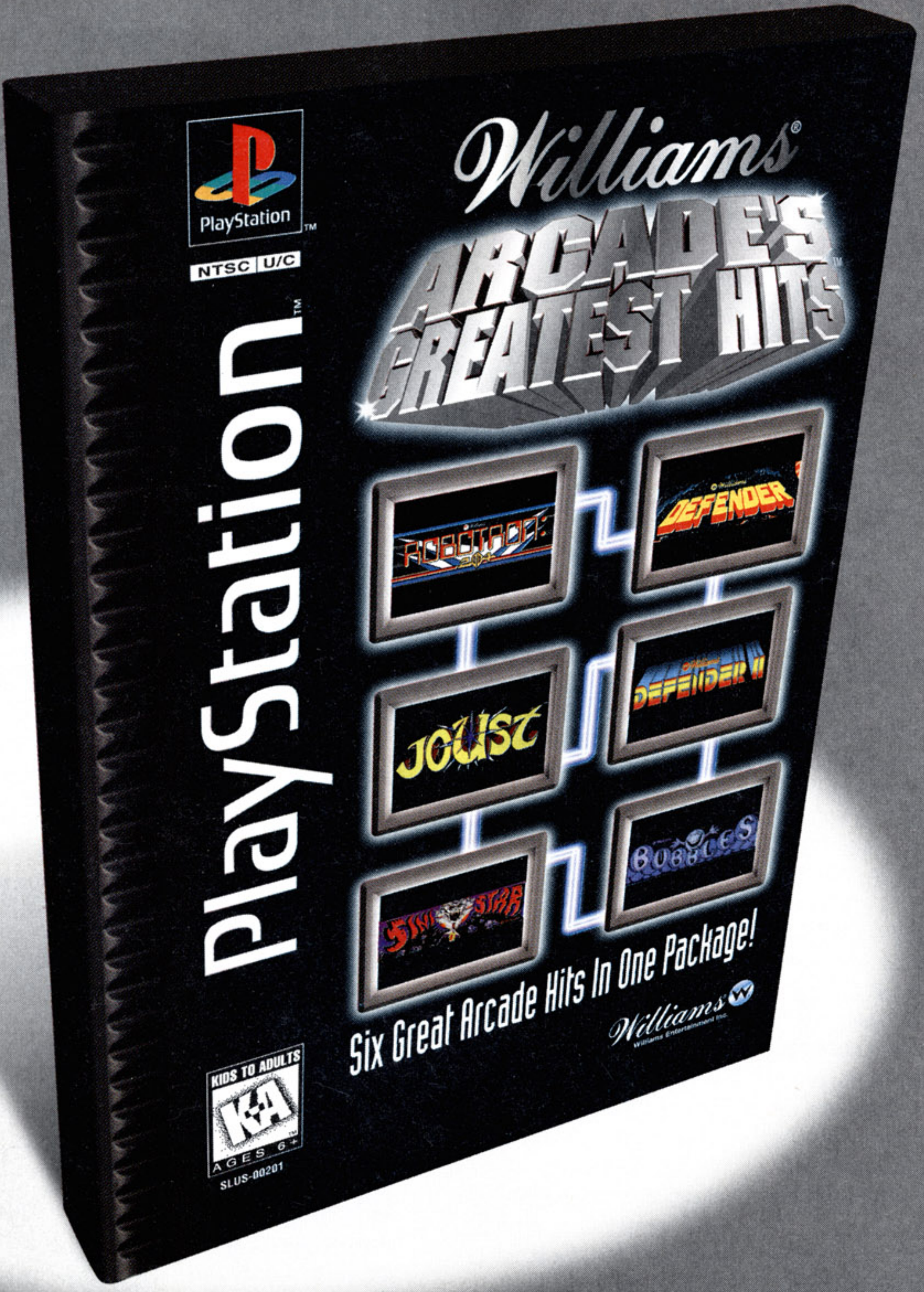
By Grolier Interactive
Available Now


Club Selection
Profiles


Ball Selection
Wound Balata
Wound Surlyn
Two Piece



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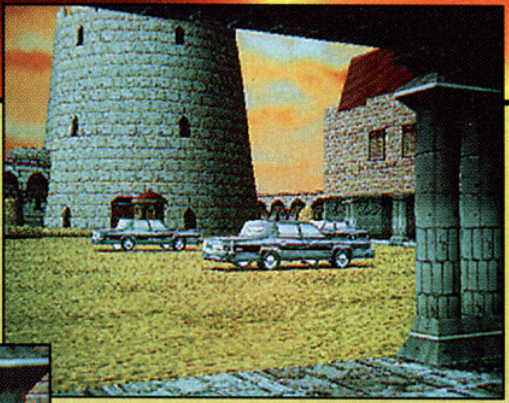
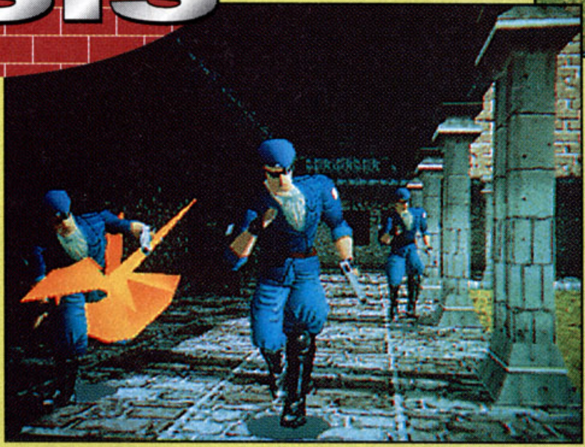
Time Crisis

By Bruised Lee

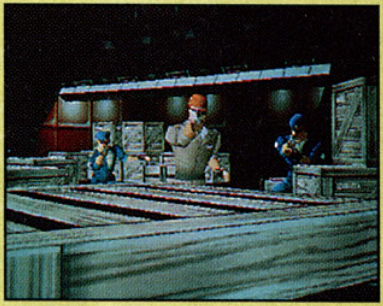
Get ready to lock and load with a new pulse-pounding, trigger-pumping gun game from Namco. Time Crisis spits more lead than a Quentin Tarantino film.



The crime scene



Sometimes the action gets up-close and personal. There is no time to think, only to react.



PROTIP: In the warehouse, enemies stand behind crates, making them difficult to hit.

He Shoots, He Gores

Time Crisis is a first-person shooter that's similar in style to Virtua Cop, but it's leagues ahead in gameplay and graphics. You play as a special agent who has been called by the President to save his kidnapped daughter from Sherudo Garo, a terrorist who has taken her hostage.

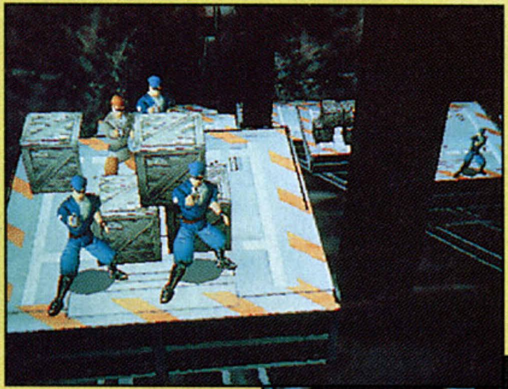
Players can select from two games. In the Story game, you must defeat all the enemies in each area before proceeding to the next stage. In the Time Attack mode, you select one of the stages and defeat all the enemies under the allotted time. This mode has 12 areas, with 4 areas making up each stage.

Both the enemies and the gameplay environment have a realistic appearance that makes Virtua Cop look criminal. Namco's Super System 22 computer-graphics board produces some of the smoothest texture-mapped polygons to date. Time Crisis's gameplay is also a step up from VC. Because you're working against the clock, the game constantly moves you throughout the level, unlike VC where you sit stationary for short periods, picking off the same enemies repeatedly before moving on.

Time Crisis also steps out from the rest of the gun-gaming pack with an innovative "duck" pedal that enables players to crouch for cover and reload behind various objects. In essence, the pedal enables you to switch from a defensive position (ducking) to an offensive position (attacking). And you find yourself dodging and springing into the action like never before.

In the Time of Fire

The sensational graphics in Time Crisis are supported by the realistic sound effects. From the battle cries to the bullets flying overhead, the audio alone adds to the game's realistic gunfighter environment. Time Crisis is a definite Virtua Cop killer. ■



PROTIP: Use the high ground to your advantage as you pick off enemies.

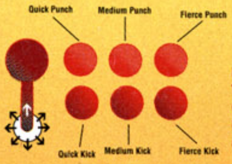
PROTIP: Hide behind objects when there's return gunfire. Wait for the rain of bullets to stop before you attack.

Killer Instinct 2

By Bruised Lee

Killer Instinct 2 is one of the most anticipated games to hit the arcades this year. In addition to reworking the graphics and the gameplay, Rare added three new fighters, more moves, and killer combos. Below is a basic move list for the three new fighters. Be sure to look for in-depth coverage of KI 2 next issue.

Controller Legend



FK = Fierce Kick
FP = Fierce Punch
K = Press any Kick button
MK = Medium Kick
MP = Medium Punch
P = Press any Punch button
QK = Quick Kick
QP = Quick Punch

Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the directions indicated in sequence.
Charge = Hold the direction indicated for the number of seconds indicated.
Rapidly = Hit the indicated button rapidly.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Fulgore

Fulgore charges in with his Cyberdash for an auto super attack.

Spinal

With his upraised sword, Spinal delivers the final blow to his unmatched opponent.

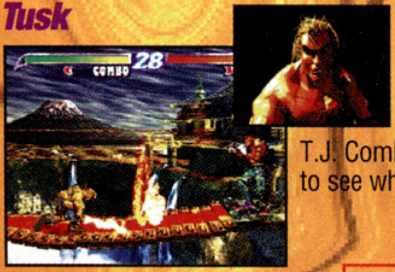
Sabrewulf

The ferocious pooch is ready to tear through anyone who stands in his way.

Jago

Jago's superior leg strength wards off enemies that jump in.

Tusk



KI's two biggest brawlers, Tusk and T.J. Combo, go head-to-head to see who has the power.

Tusk's brute strength is matched equally by his wide range of moves. Use his Back Stab to get in close to an opponent. The Conquerer attack is another powerful, long-range move. To do it, motion → and tap Fierce Punch.

Special Moves

Boot Kick
Motion ↘ ↓ ↙ any kick

Web of Death
Motion ↘ ↓ ↙ FP

Skull Splitter
Motion ↙ ↓ ↘ any kick

The Conqueror
Motion → ↓ ↘ FK

Back Stab
Motion → ↘ ↓ ↙ ← QP

Super Move

The Destroyer
Motion ↓ ↙ ← ↙ ↓ ↘ → FP

Combo Breaker
Motion → ↓ ↘ any punch or kick

Kim Wu

Use Kim Wu's air fireball to keep enemies at bay.

Kim Wu does her fiercest fighting when in close. She ranks as a top fighter by effectively using her fast attacks and Super Move. Use Kim's fireball to keep opponents away if you're low on energy. Chain her Fireflower attack with a Shadow Fierce Kick dash to inflict some major damage.

Orchid

Orchid's Tonfa Fire replaces her old fireball attack.

Special Moves

Tornado Kick
Motion ↘ ↓ ↙ any kick

Firecracker
Motion ↘ ↓ ↙ MP or FP

Split Kick
Motion ↙ ↓ ↘ any kick

Fireflower
Motion → ↓ ↘ QP

Super Move

Snap Dragon
Motion ↓ ↙ ← ↙ ↓ ↘ → FP

Combo Breaker
Motion ↓ ↘ → any punch or kick

Maya

Standing her ground, Maya waits for her aggressor to land so she can counterattack.

With Maya, stay in close and use aggressive attack patterns to pressure opponents. Chain her Flip Kick with the Savage Blades – this high-and-low chain combo is a perfect way to catch opponents off guard.

Special Moves

Flip Kick
Charge ← for two seconds, tap (→ MK)

Savage Blades
Charge ← for two seconds, tap (→ MP)

Mantis
Charge ← for two seconds, tap (→ FP)

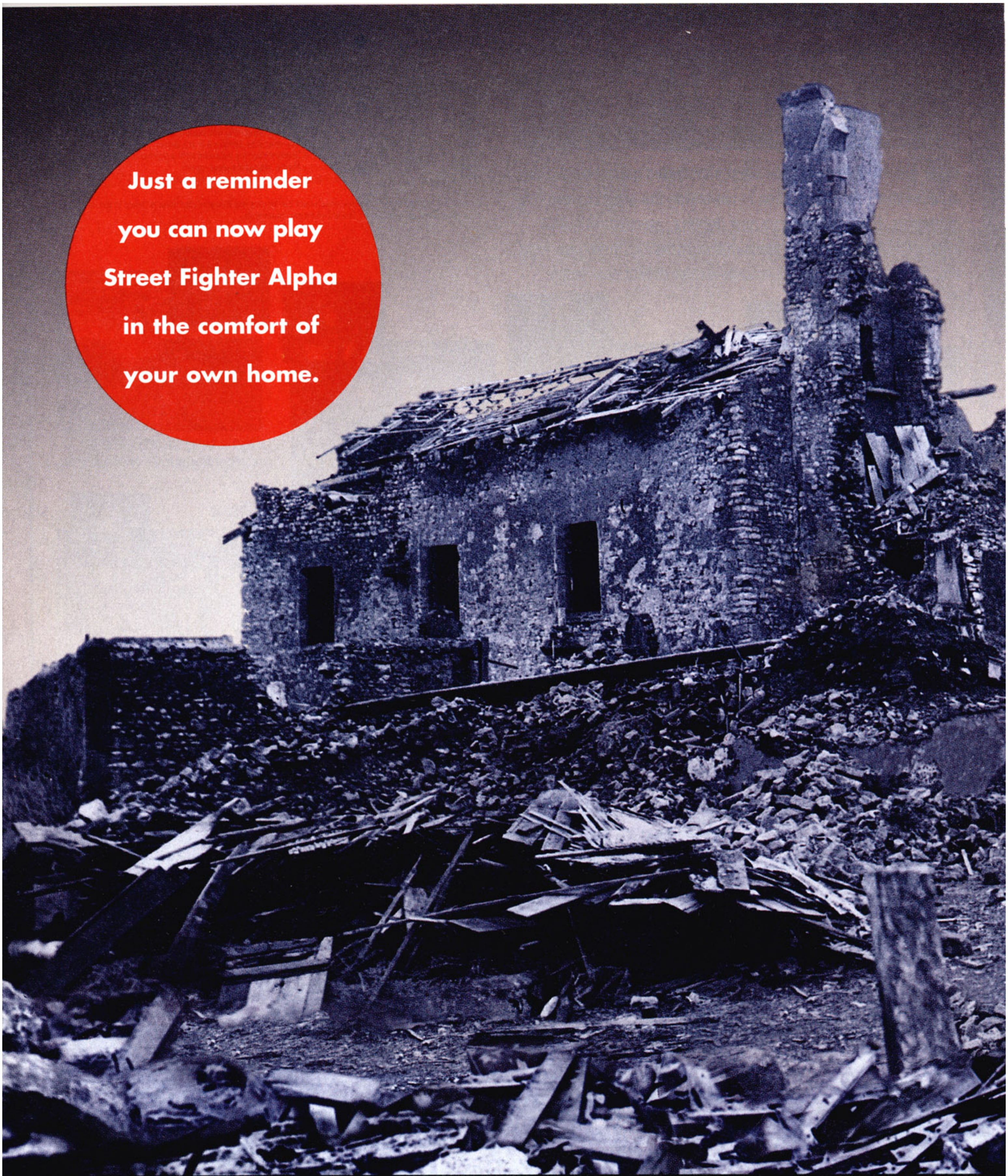
Jungle Leap
Charge ← for two seconds, tap (→ FK)

Cobra Bite
Charge ← for two seconds, tap (→ QP)

Super Move

Tree Cutter
Motion → ↘ ↓ ↙ ← → FP

Combo Breaker
Charge ← for two seconds, tap any punch or kick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Street Fighter Alpha
in the comfort of
your own home.

If you think you've mastered Street Fighter's brutality, brace yourself. Straight from the #1 arcade hit, Street Fighter Alpha™ combines state-of-the-art graphics with all new hidden attacks and multi-level super combos. Match up in head-to-head battles or lock into two-player combat with twelve of the deadliest Street Fighters of all time. Nine

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"100%...possibly the greatest fighting game of all time."
– *Game Fan, 2/96*

"Flawless controls... perfect arcade-to-PlayStation translation."
– *GamePro, 3/96*

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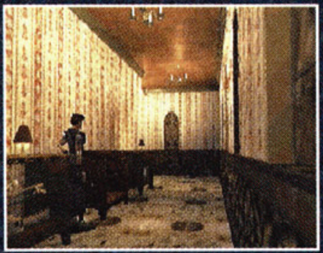
By Air Hendrix and Bruised Lee

Not for the faint of heart, Resident Evil possesses the PlayStation with a spectacular round of murderous monster mayhem. This terrifying tale leaves you quaking in your shoes, and its breathtaking graphics and riveting gameplay will lure you back time after time.

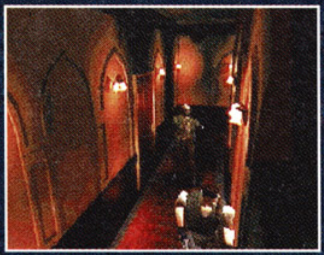


PROTIP: Before the first dog jumps out of the window, push aside the third table and grab the lighter that's hidden behind it. Use the lighter upstairs to light the fireplace.

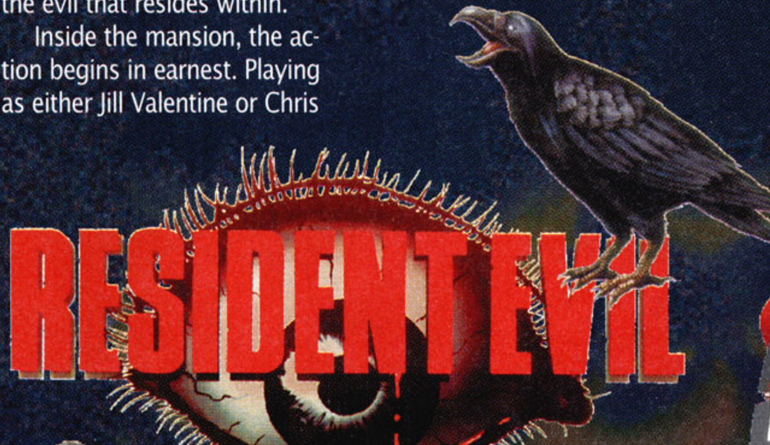
The Plot Thickens

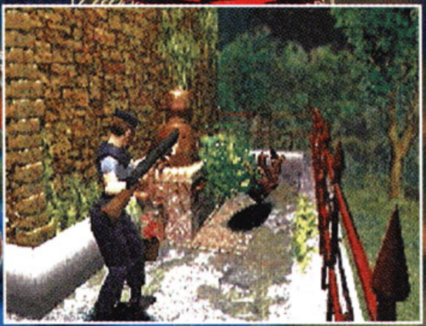
It is, naturally, a dark and stormy night when your squad enters Raccoon Forest to investigate the disappearance of Bravo Team. Unnerving reports of families in the area being butchered and eaten had sparked Bravo's foray, but they never returned. Attacked almost instantly by monstrous dogs, you flee to a nearby mansion, where you must investigate the evil that resides within.

Inside the mansion, the action begins in earnest. Playing as either Jill Valentine or Chris Redfield, you explore your surroundings, searching for your missing companions and a way out. A B-grade full-motion video intro and corny cinematics wrap the game with an ongoing story line that's mostly laughable, but they interfere little.



PROTIP: To save on ammo, run past zombies and dogs. This method is risky but effective.





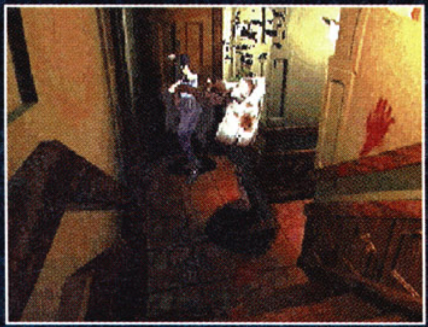
PROTIP: When you're confronted by the dogs, use either the shotgun or the bazooka to make them play dead. The handgun affects them less than a mosquito bite.

The Haunting

Carefully blending challenging combat with brain-busting puzzles and exploration, the gameplay maintains a gripping pace. You fend off carnivorous zombies and gigantic snakes on the way to uncovering the clues you need to open the mansion's multitude of locked doors. Less obvious puzzles, like using sheet music to play a tune on the piano and open a secret door, also crop up frequently. Some of it's downright scary – the first time the dogs leap through the window, you'll have to check your Calvins for yellow streaks.

Along the way, you'll find better weapons, including a shotgun, bazooka, and flamethrower. Other items, such as decorative shields and gems, play a role in the puzzles that grant you greater access into the house and its mysteries.

Such intricate puzzle-solving and item collection



PROTIP: Your shots damage enemies more severely when the enemy is close to you.

PlayStation Game ProFile

Resident Evil

(By Capcom)

MATURE M AGES 17+

Resident Evil takes Alone in the Dark–style gaming to a higher level with gory Doom-like combat and gorgeous graphics. This one's worth every penny.

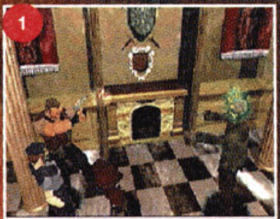
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	4.0	5.0	Intermediate

$66.95
CD
Available now

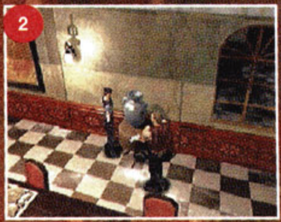
Action/adventure
1 player
Save feature

Getting Started

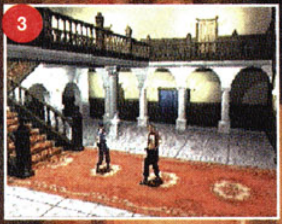
This mini strategy guide gets you off to a good start playing as Jill.



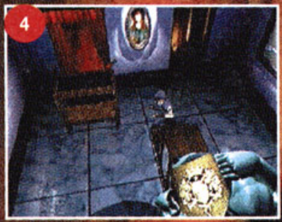
After you and Barry discover the blood on the floor, go through the door to the right. Inside is a zombie. Exit the room to get Barry to return with you. Let Barry shoot it.



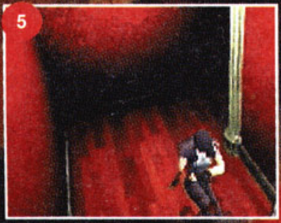
Before leaving the dining room, walk to the blue vase. You'll find an ink ribbon that's used as a save point later. Now head to the main stairway.



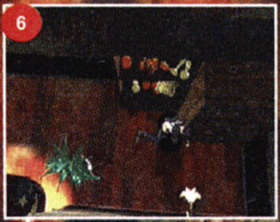
Walk up and down the stairs. As you descend, Barry gives you a lock pick. From here, go through the blue door to the right.

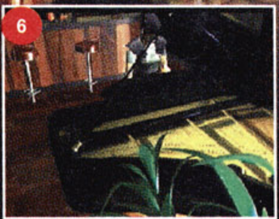


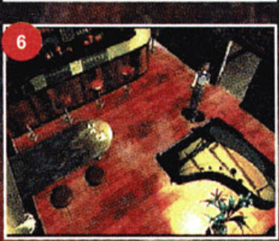
Push the stepladder in front of the statue and grab the shield. Next, push the table away from the red entrance and go in.



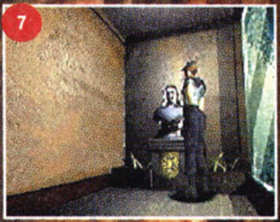
Inside the red entrance, smash the zombie's head. Next, grab the extra gun clip on the ground and the ink ribbon on the bookshelf. Now head back through the door past the dining room. Turn right and go to the end of the hall and through the red door to the left.



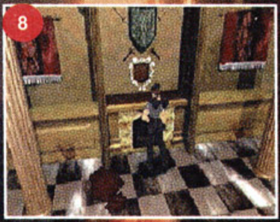


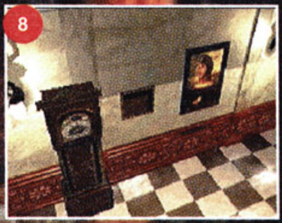


Walk behind the piano in the bar and push the closet toward the rear wall. Take the sheet music, walk to the piano, and play a little tune. After you play, a secret room opens up.



In the secret room, swap the gold shield with the one you found on top of the statue. Next stop: the dining room.





Place the gold shield above the fireplace, which moves the grandfather clock, revealing a key. The key allows you to enter more rooms in the house.

definitely builds an RPG flair into Resident Evil, but action fans shouldn't turn tail and flee. There's enough grisly zombie-bashing to sustain all but the most frenzied thumb-thumpers. The well-crafted gameplay, along with the incredibly long floors that you explore, add up to a phenomenally deep game.

Handling This Resident

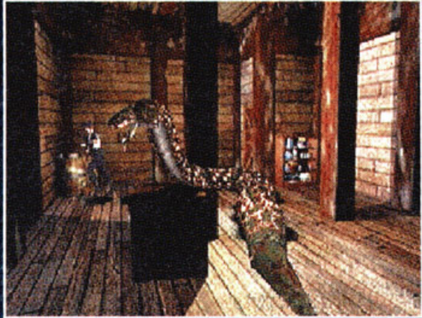
At first, successfully steering your character poses a serious challenge. With intensive practice, the unusual but effective controls become intuitive. You'll die a few frustrating deaths before you master the learning curve, though. Shooting and fighting, however, handle without a hitch, and managing your inventory is a simple process.

Evil Beauty

If you could boot out the monsters, this surreal mansion would be your dream home. As you pass through stately dining rooms and hallways lined with suits of armor, every detail of the rendered 3D environment is lavishly portrayed in bright, gorgeous colors. Remarkable texture mapping covers every wall with beautiful wallpaper and paintings. Likewise, the sprites move with lifelike fluidity as they clamber up stairs and slam new clips into their guns.

The unique perspectives give you a different angle on each new area, which creates intriguing variety despite the times where you get stuck in an out-of-the-way corner. The load time between rooms, however, can occasionally try your patience, but Capcom's pushing the PlayStation hard.

Beautiful sounds accompany every element of Resident Evil. The dialogue comes through with crystalline clarity, and the awesome music ranges perfectly from spooky to peaceful, depending on what's happening.



PROTIP:* *Be sure to save your game before you fight the snake.

Best of all, the excellent effects breathe impressive realism into every room. Zombies groan with hair-raising horror, spent rounds clatter to the floor, and your footfalls change as you move from marble to carpet.

Redrum

Long the lord of Street Fighter, Capcom's clearly taking a new tack with this killer game, and the results are outstanding. Resident Evil stands tall as a topnotch second-generation PlayStation game that's well worth the green. G

DarkStalkers

By Scary Larry

Presenting famous monsters in one-on-one fighting situations, this latest CD from Capcom is a visual and sonic treat. But compared to a gem like Street Fighter Alpha (see ProReview, March), it falls just a little short in the depth department.

Monster Mash

A direct conversion of the year-old arcade game, Darkstalkers captures your imagination and tests your skills at once. You slug it out in two-of-three standard bouts with famous monsters like a vampire, werewolf, mummy, and zombie. Each character has special moves that emulate the Street Fighter theme of fireballs and dragon punches. The arcade original was also one of the few games where the concept of linking moves (à la Killer Instinct) originated, so you'll find plenty of multi-hit combos here.

Controlling your character is as easy as the control on X-Men for the Saturn – basic, effective, but just a little too simple. Frantic button-pressing will get you through the first few matches easily, and just a rudimenary knowledge of the basic moves will see you through to the end of the game. Even on the hardest setting, it took the GamePros only a couple of hours to beat this game.

PlayStation Game ProFile

Darkstalkers

(By Capcom)

TEEN T AGES 13+

Capcom does it again with a stylish, colorful fighting game that's as beautiful as it is fun. Darkstalkers may be a little easy, but it's a great addition to the PlayStation's fighting lineup.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.0	4.5	INT. Intermediate

Price not available
CD
Available March

Fighting
2 players
Side view

Fight of the Living Dead

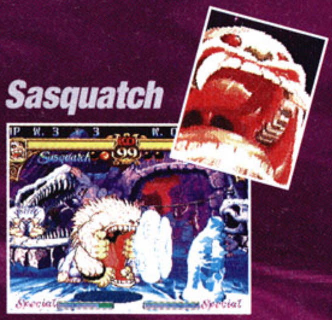
The visuals are the real star, just as they were in X-Men. Colorful, anime-inspired graphics and lush, well-illustrated backgrounds make the game easy on the eyes. All the special moves are flashy and clear with little slowdown anywhere in the game.

The sounds could use a boost. Although the sound effects are crystal clear and suit their purpose well, the music is sugary and not as pleasant. Tune in to your own monster rock while you play.

Fright Fight

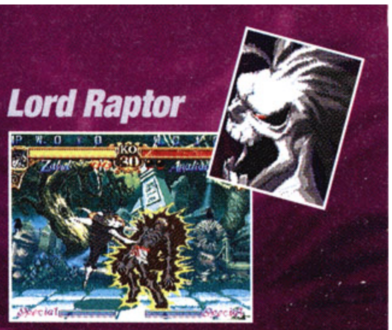
A good concept, strengthened by great graphics and good gameplay, is what makes Darkstalkers one of the better fighting games on the PlayStation. Not as deep as Street Fighter Alpha, but just as fun, Darkstalkers is a welcome addition to the PlayStation library. File it after MK 3 and Alpha, but in front of everything else.

Sasquatch



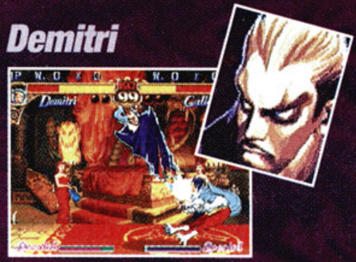
PROTIP: The Frost Blast is an effective long-range attack. Press ←, ↙, ↓, ↘, →, and Button □.

Lord Raptor



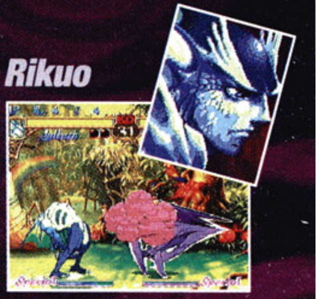
PROTIP: The Hell Blast is performed by pressing →, ↘, ↓, ↙, ←, and Button ×.

Demitri



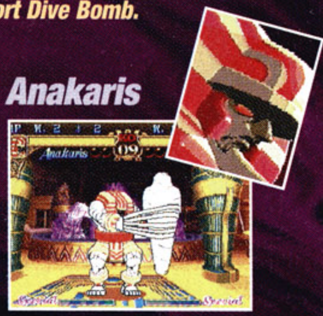
PROTIP: Press ↓, ↙, ←, and Button X to do Demitri's Teleport Dive Bomb.

Rikuo



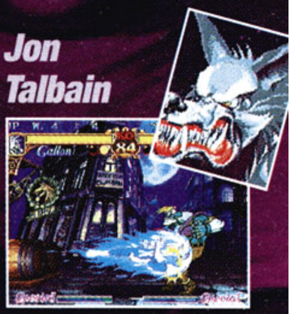
PROTIP: The Gas Attack is done by pressing ←, ↙, ↓, ↘, →, and Button ×.

Anakaris



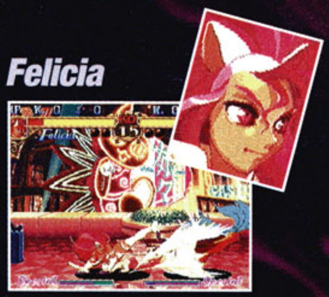
PROTIP: The Grand Wrap is performed by pressing ↓, ↘, →, and Button □.

Jon Talbain



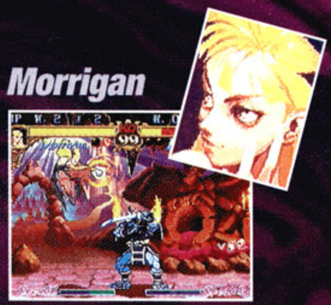
PROTIP: Execute Gallon's Hammer by pressing ↓, ↘, →, and Button □.

Felicia



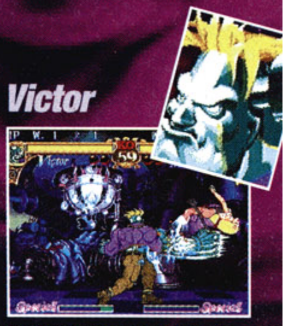
PROTIP: To perform Felicia's Scratching Post move, press ←, ↙, ↓, ↘, →, and hit Button ×.

Morrigan



PROTIP: Morrigan's Air Firebat is performed by pressing ↑, ↗, →, and Button □.

Victor



PROTIP: Frankenstein's Whirlwind Punch is performed by pressing ↓, ↙, ←, →, and Button □.

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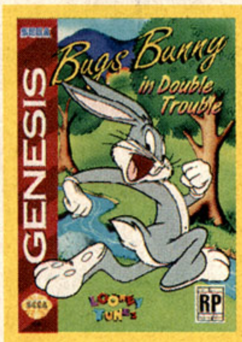

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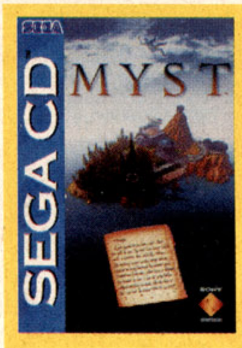

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GPRO496V1

By Major Mike

The first-person shooter goes full circle in an excellent conversion of the PC hit Descent. Descent is a riveting game of reflexes, skill, and patience.

Which Way Is Up?

You pilot a spaceship on a mission to destroy renegade mining robots. The object is to destroy the core in each level and rescue hostages. While the plot is simple, the techniques are not. Levels take a similar tone to Doom: Find colored cards that open like-colored doors while shooting enemies in the process. Levels get bigger, harder, and enemies get more aggressive as you descend further into the game.

The controls are complicated but manageable. The joypad works very well, but for a real treat try playing with the Analog Joystick peripheral (see "GamePro Labs" in this issue). Every controller button is used, and there are even simultaneous two-button actions. While this plethora of functions is for the better, some functions (like dropping mines) are difficult to execute in the heat of battle. You also select from an arsenal of standard and special weapons, which you collect.

Piloting the ship is another control dilemma. You can go anywhere in the mazelike stages, limited only by walls and other barriers. Flying in a fully functional 360-degree environment and exchanging fire with enemy drones takes practice, but once mastered it's second nature.

A Decent Descent

The music is a plus. Harsh rock and techno-pop tunes never let up and perfectly fit the stages. The sound effects are a range of laser blasts, explosions, and squeals of enemy craft – nothing outstanding, but sufficient to create atmosphere.

The graphics are smooth, but the game seriously drags when the action gets heavy – so much that it sometimes looks like slow motion. The most striking visuals are the colored light sources in the dark corridors – fire a laser blast or flare and it illuminates the walls as it travels. The rendered cinematic sequences that mark the climax of each stage are also excellent.

Flying High Underground

Despite the limitations of the PlayStation controller, Descent is incredibly well done. Doom-fatigued players looking for the next challenge will want to take this Descent.

MISSION CONTROL

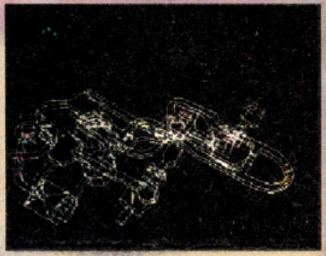
The Mission

Briefings

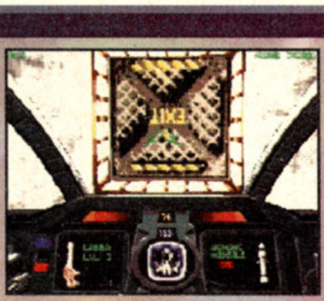
Progress

Awesome cinemas show your narrow escape after each level.

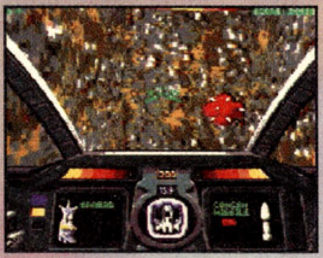
DESCENT



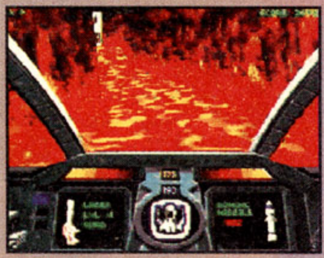
PROTIP: Lost? Use the Automap feature to pinpoint your location and the various exits.



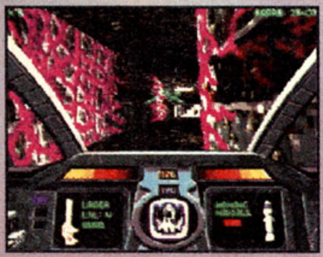
PROTIP: Before destroying the main core, locate the exit. You have only a short time before the place blows up after destroying the core.



PROTIP: Detonate mines by shooting them from a distance. They also go off when an enemy gets too close, or when you get too close.



PROTIP: Lava pools will damage your ship if you get too close. To easily navigate these areas, turn the ship upside-down and hug the ground.



PROTIP: Be careful around these purple webs – enemies love to teleport out of them. Speed past these areas and drop mines.

PlayStation Game ProFile

Descent

(By Interplay)

TEEN AGES 13+

An excellent version of the PC game, Descent is an awesome, though not quite dizzying, underground trip.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

Price not available	2 players
CD	First-person perspective
Available March	Multiscrolling
Shooter	

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RETURN FIRE

By Johnny Ballgame

Return Fire is a brilliantly conceived thrill-a-minute war sim offering dynamic sound, over 100 levels, and intense two-player machine-gun fun. Its tireless combination of mayhem and strategy make it a must-have for PlayStation owners.

Battle Frenzy

By strategically deploying tanks, helicopters, jeeps, and armored assault vehicles, you must find the enemy's flag and return it safely to your base. That goal sounds easy but gets increasingly complex with each mission because of heavy fire, decoys, and traps. The control is easy to learn, and every vehicle has special abilities and weapons. The AAV drops mines, the jeep is amphibious, and the helicopter can destroy enemy installations.

When you draw up battle lines for the two-player mode, be prepared for some of the craziest and most mind-numbing action you'll ever play. You can defeat your opponent not only by capturing their flag but by destroying all their vehicles. Be prepared for a war in your living room as well as you scream back and forth about the game until someone claims victory. The vast number of levels increases the two-player fun because you'll never fight the same battle twice. Each new map needs added strategy, causing every fight to be different, and ultimately giving you more bang for the buck.

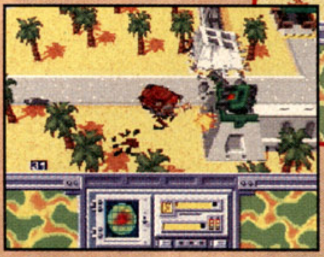
The graphics are reminiscent of Jungle Strike, with a ¾-overhead view that allows you to zoom in and out at any time. Tremendous attention was paid to visual details, such as buildings that don't blow up but crumble to the ground.

Apocalypse Now

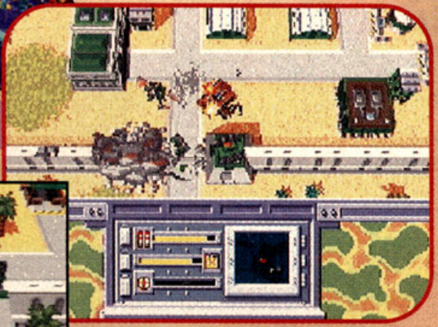
Never before has sound been so instrumental to a game's success than in Return Fire. Each vehicle has its own classic number accompanying it, including "The Ride of the Valkyries" for the helicopter and "The Flight of the Bumble Bee" for the jeep. Discover the flag and you're greeted by the "Hallelujah Chorus."

Glory

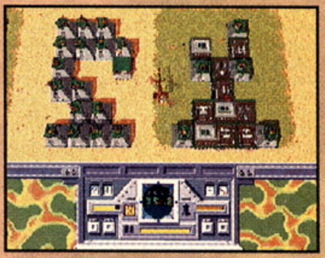
The bloodbath battle barrage known as Return Fire proves that war can also be heaven. This is one of the best PlayStation games of the year. G



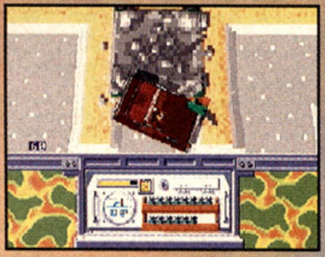
PROTIP: Eliminate all the missile silos with your tank or AAV so you won't be fired upon while looking for the flag tower.



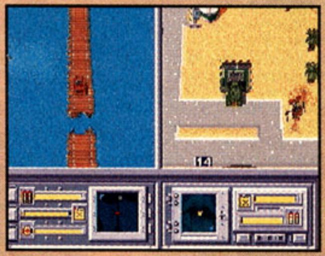
PROTIP: Use the AAV to clear a safe path for the jeep by taking out all enemies in the road between the flag and your base.



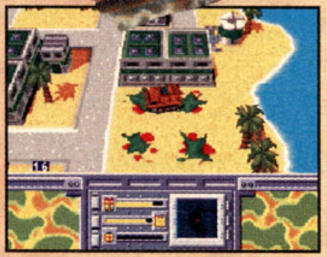
PROTIP: Use the helicopter to fly reconnaissance and try to find possible locations for the flag.



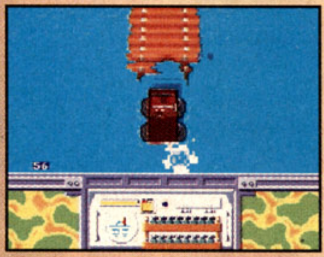
PROTIP: Completely demolish the building the flag is in, or the jeep won't be able to pick it up.



PROTIP: In the two-player mode, destroy the bridges that surround your opponent in order to limit the options of vehicles.



PROTIP: Run over soldiers in the barracks before they escape and throw grenades at you.



PROTIP: If a bridge is taken out, use your jeep to get across and return the flag for victory.

PlayStation Game ProFile

Return Fire

(By Time Warner Interactive)

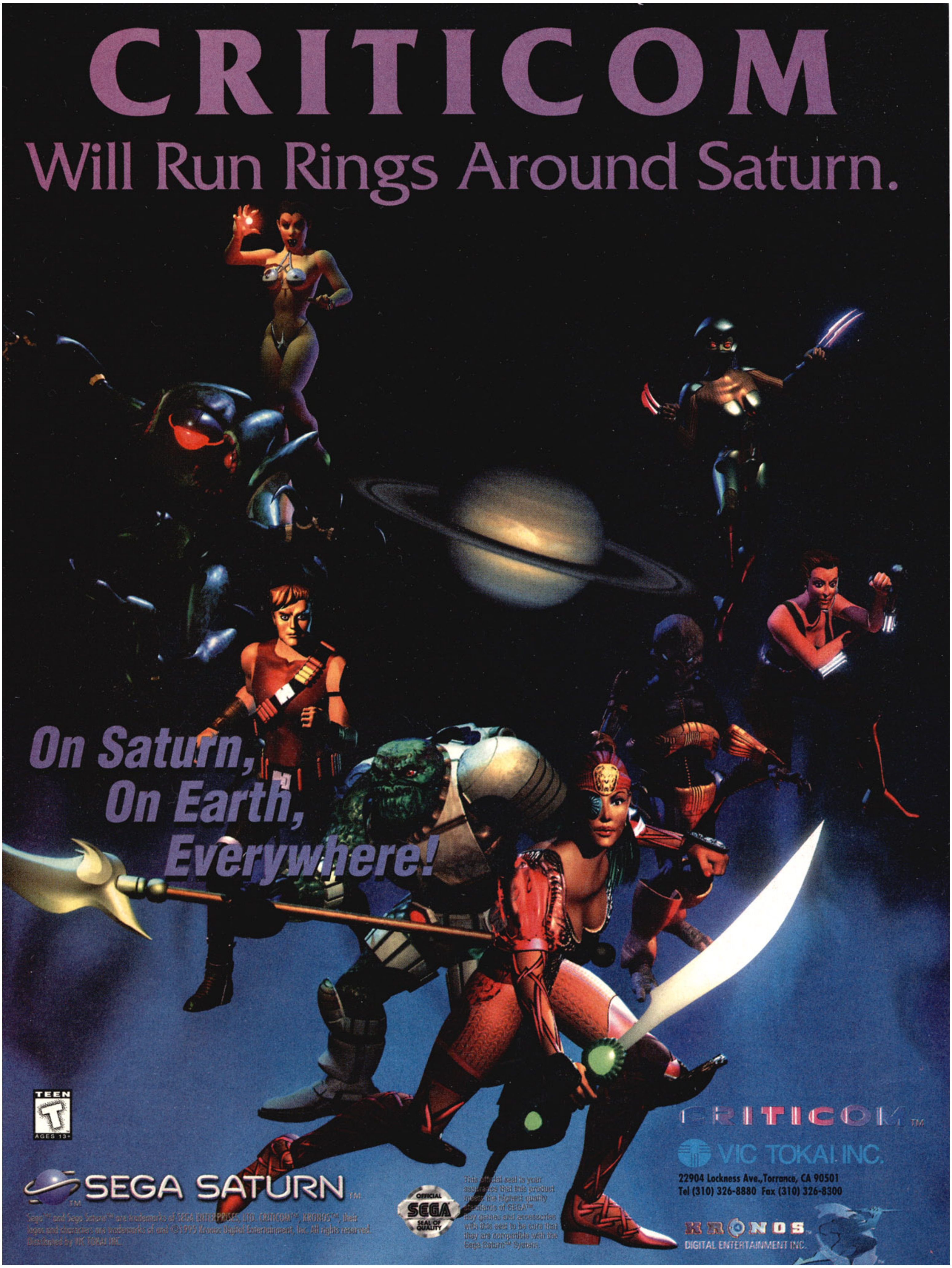
KIDS TO ADULTS K-A AGES 6+

Return Fire provides an unprecedented blend of action and strategy that will keep you up nights dreaming of war. If you're looking for a great game to add to your library, look no further.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	5.0	INT. Intermediate

$59.99
CD
Available now
Combat sim

2 players
100+ levels
¾-overhead view
Passwords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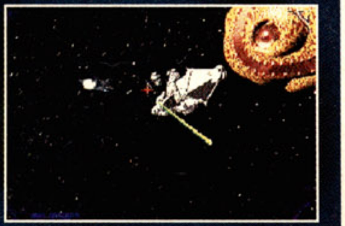
The Hive

By Scary Larry

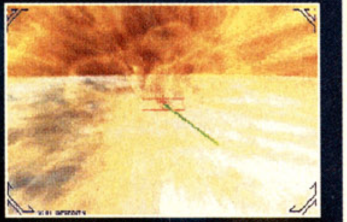
No one wants to see a game fail, especially when it's a conversion of a hot PC product. But The Hive does fail, thanks to rotten controls and lame gameplay.

To Laser with Love

The Hive is a shooter that's very similar to StarBlade Alpha, where your ship is on tracks. Elements like piloting through a fiery descent into the atmosphere vary the mind-numbing boredom, but it all still adds up to a big zero.



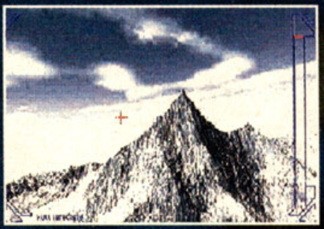
PROTIP: In the first area, steady the cursor and shoot ships as they come at you (usually in a row formation).



PROTIP: The trick to getting through this hell is to keep your cursor between the two horizontal red lines.

The Hive's gorgeous cut scenes are smooth and well animated, but the gameplay graphics suck like an expensive Hoover. You won't give a damn about the story line either once you're behind the horrible controls.

The major problem is the limp controls. The cursor moves slower than the oncoming ships, and maneuvering through some scenes, such as the attack in the mountainous snowy battlefield, require the patience of a saint. You'll be more frustrated than fascinated.



PROTIP: In this area, use your thrusters only to clear tall mountains, but lay off at other times.

Hive and No Seek

The graphics reveal blockiness and bad compression, and they don't do justice to the PlayStation's graphical strength. For instance, the enemy ships in Novastorm far outclass those in this game.

The sound gets your hopes up. Terrific symphonic music is undercut, however, by weak laser shots and an annoying onboard computer voice that is barely audible.

The bottom line is that The Hive is awful. Fans of the PC game may wonder why this version was even released. The rest of us will lament, "What Hive I done to serve this?" G

The Hive by Trimark Interactive

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	1.5	2.0	ADJ. Adjustable

Price not available
CD
Available now
Shooter
1 player
First-person view
ESRB rating: Mature

Assault Rigs

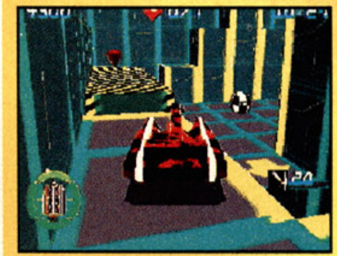
By Air Hendrix

For a refreshing change of pace from Cyber Sled, Assault Rigs serves up solid arena-based tank combat. Slick futuristic graphics and diverse gameplay add welcome depth to the usual shooter formula.

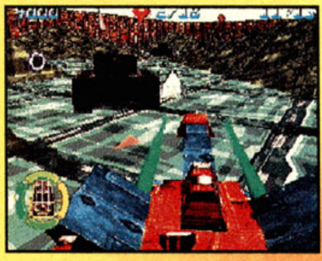
Cyber Tanks

The action takes place in an impressively long list of arenas, where you must collect a set number of gems in order to open the exits. Along the way, you snag power-ups, blast enemy tanks, scramble over funky obstacles, and even solve puzzles. With time, the slightly spastic controls handle these varied tasks well, but the steering remains hypersensitive.

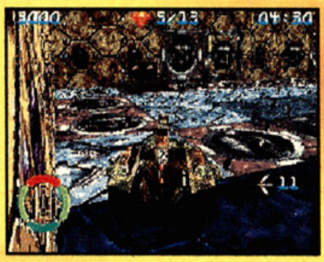
Hunting through each arena is a blast, but the gameplay leans more toward the mellow side – solving, not shooting, is the focus. The competitive edge of split-screen two-player action would've jacked up the fun, though.



PROTIP: Watch for risers and floaters that connect to unreachable spots.



PROTIP: When an enemy's pursuing you, nail the gas in reverse and fire as you go.



PROTIP: Never assume that an area is safe; enemies regenerate as soon as you leave.

32-Bit Tron

Graphically, Rigs takes place in high-tech cyberspace landscapes brimming with garish colors and outlandish 3D obstacles. The tanks sizzle with sleek militaristic lines, but the bullets and missiles look more like toy building blocks.

Unfortunately, stomach-wrenching flickering in the background often interrupts the show. The sound effects, however, are right on, but the toe-tappin' dance music seems out of place.

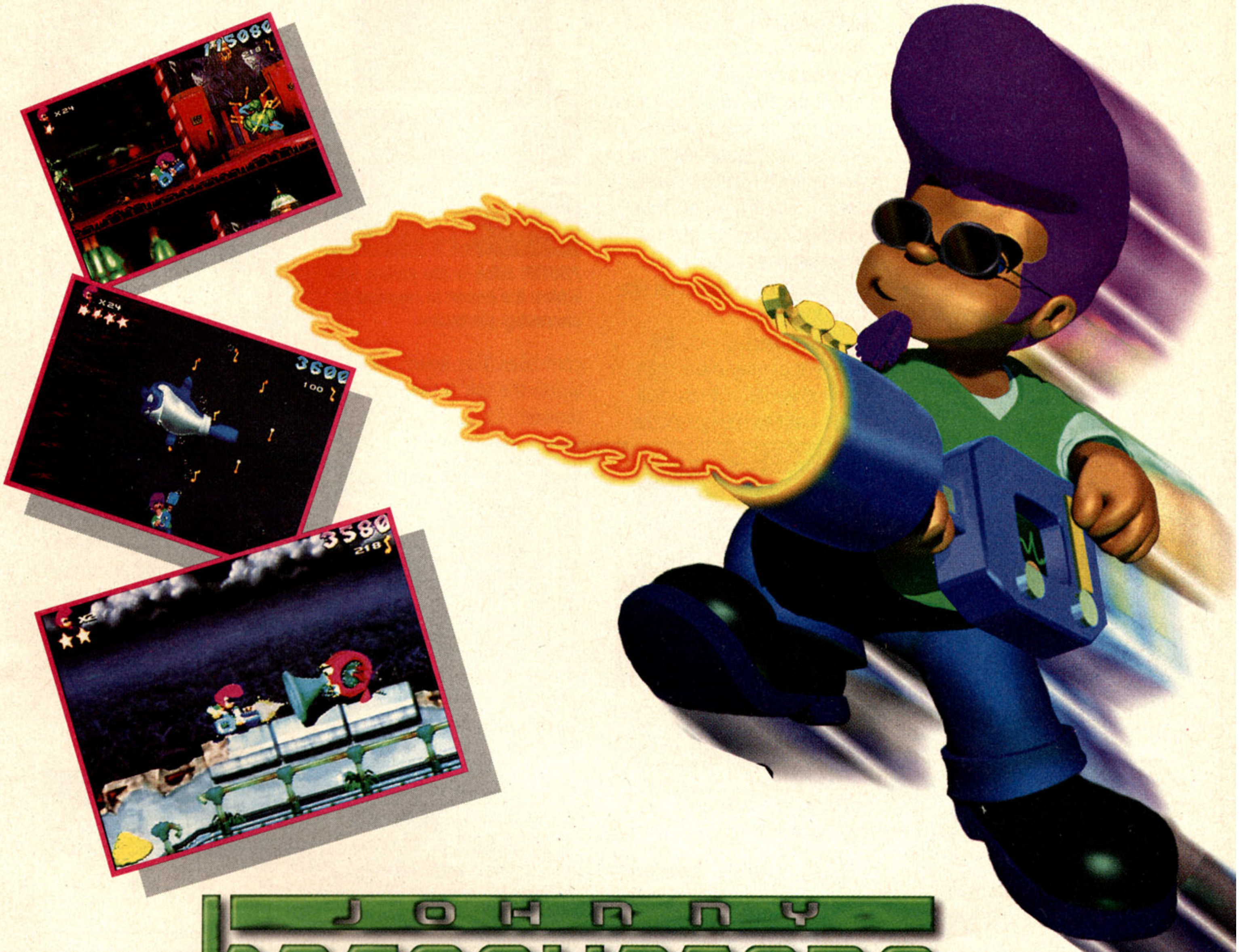
Noodling through Assault Rigs will be great fun for those who like a touch of thinking with their shooting. It's not a nerve-wracking splatterfest, but its extensive levels will sustain all but adrenaline junkies. G

Assault Rigs by Sony Interactive

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.5	ADJ. Adjustable

$59.99
CD
Available now
Tank combat
2 players (with link cable)
42 levels
Multiple views
Passwords
ESRB rating: Kids to Adults

Save The Soul of Rock and Roll!



JOHNNY bazookatone

Includes title track featuring Richie Sambora and Tico Torres from Bon Jovi!

You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar. It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball? That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! http://www.anime.net/~johnnyb

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KIDS TO ADULTS K-A AGES 6+

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PlayStation
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ROAD RASH

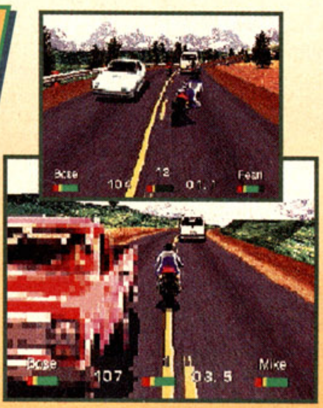
By Air Hendrix

The Rash screeches onto the PlayStation with the same motorcycle combat that pushed it to the top of the Genesis pack.

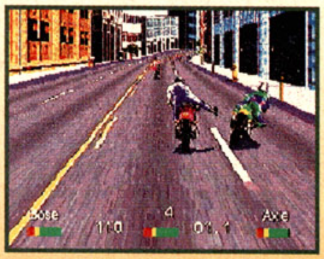
Although this is a tuned-up version of Road Rash 3DO, EA did a fine job of jacking up the speed and cleaning up the graphics. If you never conquered the 3DO Rash, you'll find plenty of intense racing blended with fierce fighting. The controls, though stiffer than previous versions', still respond keenly.

Graphically, you streak past beautifully detailed California landscapes, though some of the sprite animations stutter slightly. On the sound side, unrealistic effects interfere with the killer soundtrack, which features top bands like Soundgarden.

The gameplay calls for excellent driving more than heroic combat, but you still won't want to relinquish the controller. This Road's well worth the toll at the cash register.



PROTIP: Stick to the yellow line, where it's easier to respond to oncoming obstacles.



PROTIP: Kick pesky opponents off the road.

Road Rash by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	INT. Intermediate

$59.99
Available now
Racing/combat
1 player
5 courses
5 levels
Behind-the-rider view
Save feature
ESRB rating: Kids to Adults

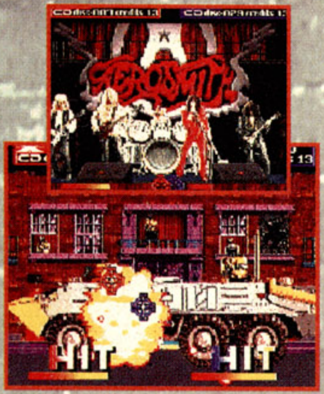
REVOLUTION X

By Scary Larry

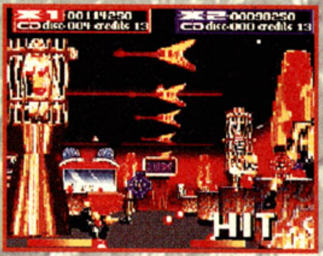
The revolution is here, but it's too late. With standard shooting that doesn't live up to its arcade counterpart, Rev X seems like an old game wheezing through on its past reputation (kinda like Aerosmith).

The graphics outshine the 16-bit versions' – but not by much. Clear sprites suffer from slowdown, and the nameless enemies are also faceless...and lifeless. Rescuing the band gets boring quickly, even with the help of smooth controls.

The clear music could use a boost, with bland Aerosmith hits like "Rag Doll" infiltrating the soundtrack. Unless you're a die-hard Aerosmith rocker, the tunes won't be anything but too loud. This is T2 for glam-rock fans. If you like Aerosmith and you fancy yourself a Terminator, then gun it. If not, rent it.



PROTIP: When the going gets tough, use the CDs. They're quicker and deadlier.



PROTIP: Shoot everything. Items are in places as innocuous as those cheap lounge-lizard candles in the dance club.

Revolution X by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	ADJ. Adjustable

$59.95
CD
Available now
Shooting
2 players
First-person view
ESRB rating: Teen

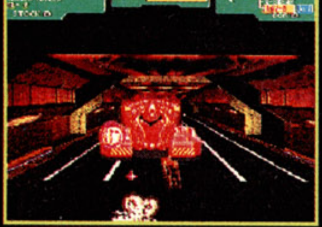
PHILOSOMA

By Scary Larry

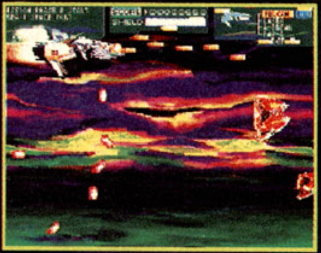
Philosoma tries hard to be a next-gen shooter, but in gameplay it barely surpasses Novastorm. Only shooting fanatics will find some redeeming trigger action.

The real eye-grabbers are the full-length rendered movies that pace the story. They're gorgeous, but they don't help the stodgy gameplay. The backgrounds and explosions, usually the mainstay of shooter graphics, are dull, and even all the enemies look suspiciously similar. And while Philosoma throws a ton of views into play (forward scrolling, overhead, side-view, and more), none of them is any more exciting than the others.

The sounds and controls are both stable and unassuming. The music doesn't interfere, and the controls are easy to maintain. If you've breezed through and enjoyed Galactic Attack and Jupiter Strike, Philosoma should be the next entry in your flight log, jet-boy.



PROTIP: Shoot this boss from behind, then wheel around to the left or right.



PROTIP: At the beginning of this stage your ship is twice its normal size. Any projectiles will hit you immediately, so shoot first.

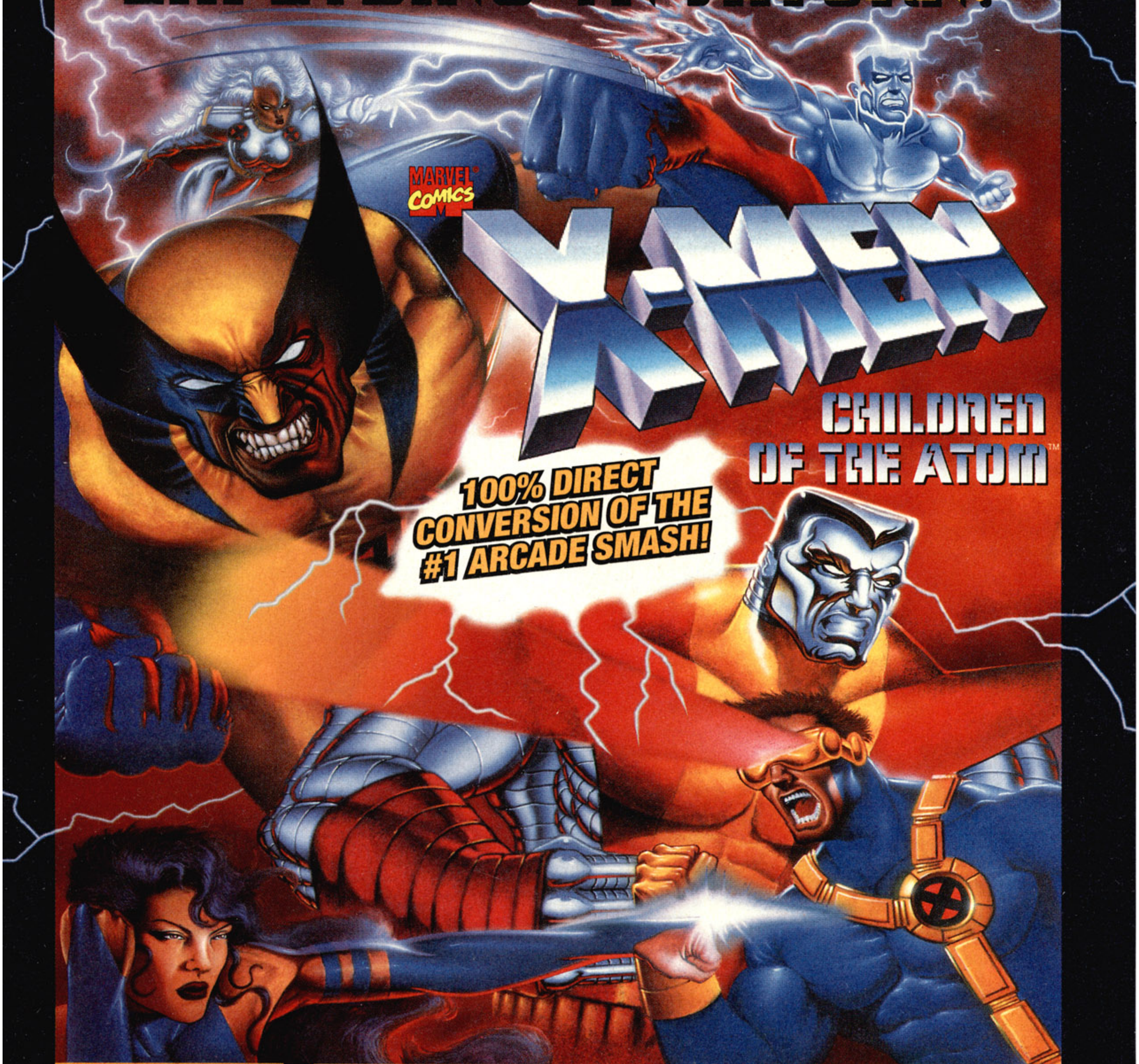
Philosoma
By Sony Computer Entertainment

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	ADJ. Adjustable

$59.95
CD
Available now
Shooter
2 players
Multiple views
ESRB rating: Kids to Adults

BORN OF THE ATOM. RAISED IN THE ARCADE.

EXPLODING ON SATURN!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KIDS TO ADULTS K-A AGES 6+

SEGA SATURN

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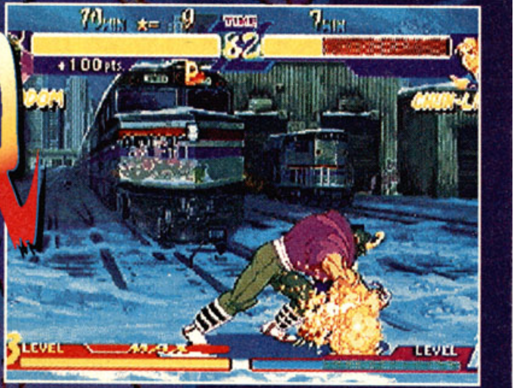
Saturn

STREET FIGHTER ALPHA

By Tommy Glide

If you've had your fill of Virtua, you may want to return to the fast and furious two-dimensional world of Street Fighter Alpha. This Saturn slugfest is a near-perfect arcade conversion.

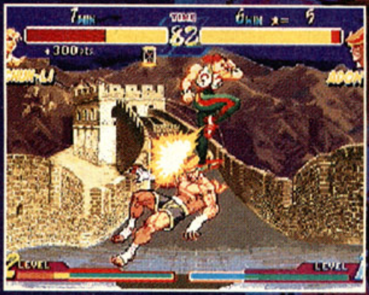


PROTIP: As Sodom, motion ↓ ↘ → ↗ and tap any kick button to drag your opponent in this devastating special move.

Eclectic Avenue

Alpha draws its cast of characters from the original Street Fighter, SF 2, and Final Fight, plus it adds some new characters. If you've played any of the 16-bit Street Fighter carts, you'll immediately recognize the familiar faces of Ryu, Ken, Chun-Li, and Sagat. New characters include Rose and Charlie (who plays like Guile). Guy and Sodom have strayed in from the Final Fight series, and Birdie and Adon return from the original Street Fighter.

Alpha also adds three hidden characters to the mix – Bison, Akuma, and Dan. Unfortunately, while the popular fighters Ken, Ryu, and Chun-Li are powerful, some of the new members, such as Birdie and Sodom, are weak and not as much fun to play.



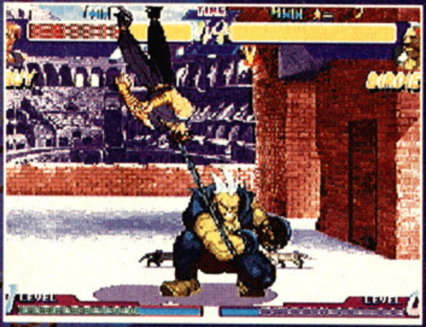
PROTIP: Chun-Li's heel kick is easy to pull off, and it's damaging. While in the air, hold ↓ and tap B.

Raging Streets

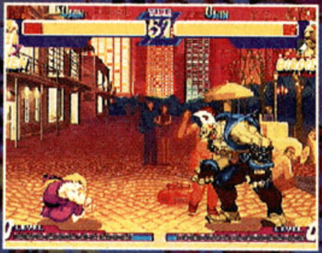
As for gameplay, Alpha delivers all the fast and furious combos, dizzies, and special moves seen in past Street Fighters. New Alpha-Counters and a special energy bar bring a new level of gameplay to this brawler. As your energy bar builds, you can pull off super moves that put more oomph behind special moves like fireballs and hurricane kicks.

Graphically, this Street Fighter re-creates all the coin-op's flashy visuals. The hand-drawn characters look sharp and move with the same smooth animation, and the detailed backgrounds mirror the arcade version's. Most notable are the cool shadowing effects when your character launches into a super move.

The sounds ring true with clear character voices and explosive martial arts effects. However, you hear too many of those Street Fighter anthems you've been hearing forever.



PROTIP: One of Birdie's coolest and most damaging moves is the Chain Grab. Motion ↘ ↓ ↙ ← ↖ and any punch.



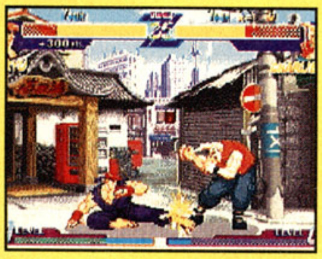
PROTIP: As Ken, get the drop on your opponent by rolling behind them. Motion ↓ ↙ ← and any punch.

A New Challenger

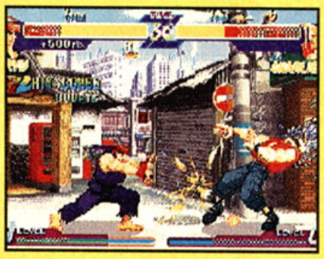
An excellent set of options enable you to ramp up the turbo and difficulty, so you can make this challenge as tough and as fast you want. While some of the game's characters aren't as great as in past Street Fighters, Alpha's enhanced gameplay makes the worthwhile characters more enjoyable. If you haven't smacked around M. Bison in a while, Alpha's a great place to do it. G

PROTIP: When your opponent's life bar is nearly gone, nail them with a super move to see this flashy finish.

Learn Two-in-One Combos



As Ryu, hold ↓ and tap B for a quick hit.



Then immediately motion ↘ → and press Z to launch a fireball. Since you were holding ↓ from the first hit, you've eliminated the first step of the fireball. This is how two moves are done in one motion for a two-in-one combo.

Saturn Game ProFile

Street Fighter Alpha

(By Capcom)

TEEN T AGES 13+

Look out! The First Family of fighters hits the Saturn streets. Fans of the arcade game will be pleased with this high-quality conversion.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

$54
CD
Available now
Fighting

2 players
Side view
Continues

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Computer Gaming World

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Electronic Entertainment

"★★★★★"

Fusion

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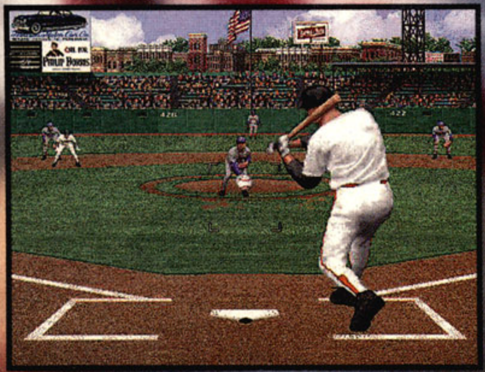
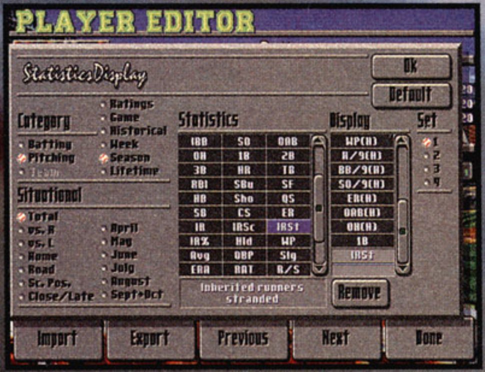
Computer Gaming World



The all-time best-selling simulation of baseball! With a new, "closest-to-the-plate" camera view. You're twice as close to the action, with the largest strike zone in the game!


PLAYER EDITOR
Statistics Display
Ok
Default
Category
Batting
Pitching
Team
Ratings
Game
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Week
Season
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Situational
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vs. L
Home
Road
Sc. Pos.
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April
May
June
July
August
Sept+Oct
Statistics
IBB
SO
OAB
OH
1B
2B
3B
HR
TB
RBI
SBu
SF
HB
Sho
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ER
IR
IRSc
IRSt
IR%
Hld
WP
Avg
OBP
Slg
ERA
RAT
R/S
Inherited runners stranded
Display
WP(H)
R/9(H)
BB/9(H)
SO/9(H)
ER(H)
OAB(H)
OH(H)
1B
IRSt
Set
1
2
3
4
Remove
Import
Export
Previous
Next
Done

Our complete "stats construction set" instantly puts every stat and rating under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill!

PlayStation™

PC-CD-ROM

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By The Axe Grinder

Despite stunningly beautiful graphics and music, Clockwork Knight 2's monotonous gameplay takes the life out of the game. All you're left with is something as mechanical as the hero Pepperouchau: A well-made machine that's without feeling or depth.

Plays Like Clockwork

If you loved the original, then this sequel will appeal to you. The story is the same: As Pepperouchau, you must rescue Chelsea, the kidnapped princess of toy land. Clockwork 2's gameplay mechanics are also identical: You walk or run, jump, and use a big key to smite enemies. That's the basic play scheme of any platform game, and Clockwork 2 milks it for all it's worth. The levels are huge and filled with hidden goodies galore, making for hours of serious searching.

The problem is that after one or two levels, the game becomes incredibly routine with only the sights and sounds to retain your interest. The game is also on the easy side; the pattern-riddled bosses and stages are easily conquered.

CLOCKWORK KNIGHT 2

A Clockwork Simple

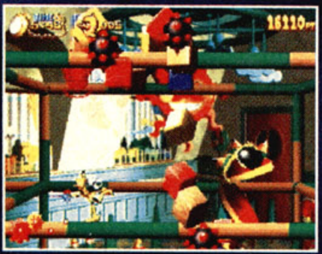
The graphics are the real star: Clockwork 2 has some of the best visuals on the Saturn yet. Some levels are cleverly conceived and themed (like the Bath Room stage). Each level is also topped off by an awesome boss character. Pepperouchau's movement is seamless, but he does suffer from distortion on steep inclines.

The music is superb with excellent jazzy tunes that perfectly complement the action. While nothing special, the sound effects fit in well with clink and clank sounds when Pepper nails an enemy.

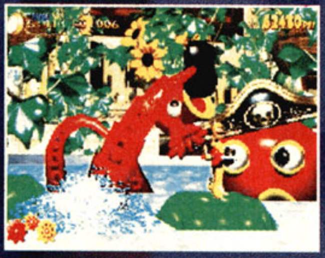
Controlwise, the gameplay is tighter than in the first outing. The jumps, jabs, and running are a breeze to master. The only exception is the high jumps, where you have a tendency to miss your mark.

To All a Good Knight

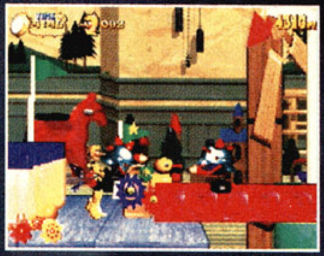
With its easy gameplay, Clock 2 seems geared toward younger players. Side-scrolling veterans may find themselves nodding off to a good Knight's sleep while playing. **G**



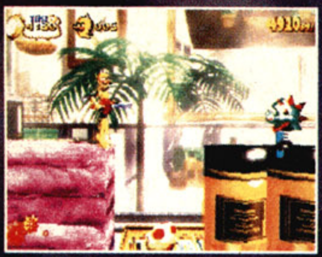
PROTIP: To defeat the first boss, hit the very end of its tail (the microphone) with your key.



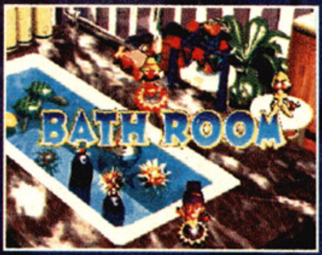
PROTIP: To defeat the pirate octopus boss on Stage 2, hit the little octopus that spits black ink and rides on the pirate's tentacle.



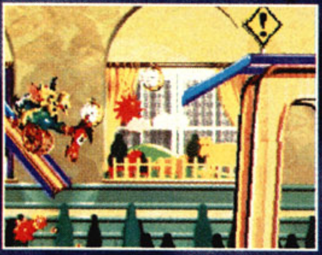
PROTIP: A convenient way to defeat enemies is to run while holding an object or stunned enemy in front of you. Anything that touches it will be destroyed. Be careful while holding a stunned enemy, however – when it comes to, you'll take a hit.



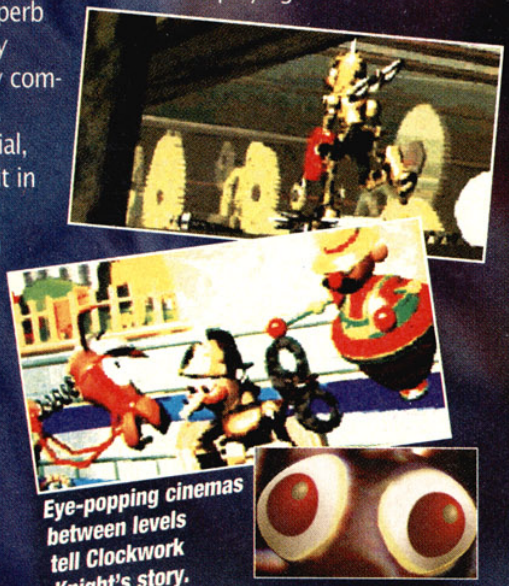
PROTIP: Don't jump immediately onto platforms with the Katchin. If they see you first, they'll run toward you and fall off the ledge.



Plot your progress across the various rooms on your quest to rescue the princess.



PROTIP: When you're astride Barobaru, be ready to jump when you see the "!" sign.



Eye-popping cinemas between levels tell Clockwork Knight's story.

Saturn Game ProFile

Clockwork Knight 2

(By Sega)

KIDS TO ADULTS K-A AGES 6+

Once again the old saying "looks aren't everything" gets hammered home. Clockwork Knight 2 looks stunning, but the gameplay is routine and boring.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	4.0	2.0	Adjustable

Price not available
CD
Available now
Action/adventure

1 player
Side view
Multiscrolling

ROAST A FEW WEENIES TONIGHT.

Dying to burn a few buddies on a next generation system, but can't decide on which one? Before you blow a wad of cash, check 'em out at Blockbuster Video® first. Rent a Sony PlayStation™ or Sega Saturn™ system and two games, for three evenings, at a price you can't pass up. And if you're still looking for some 16-bit action, we have plenty of that too. So come on in and start cookin' tonight.

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PROREVIEW

Saturn

MORTAL KOMBAT II

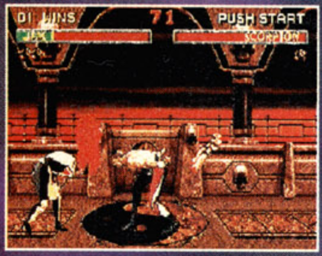
By Scary Larry

Mortal Kombat!!! Finally, Saturn owners can have their piece of the MK pie, but they won't be satisfied with this peevish offering.

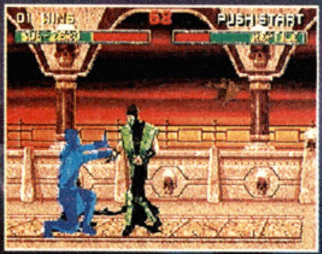
Kruel and Unusual

Nothing's missing from this version of Mortal Kombat, which duplicates the arcade version perfectly. All the moves, fatalities, and combos that made MK II a winner at home and in the arcades are present here.

The graphics are representative of the skill and devotion that went into the original MK II almost two years ago, but the technical craftsmanship must have fallen to the wayside. Although the game looks like MK II, it plays like Silly Putty. Missing frames of animation and horrific slowdown at crucial moments haunt the game throughout.

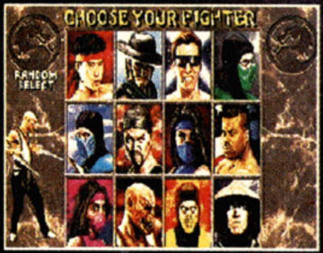


PROTIP: Jax's Arm Rip remains the same: Press Block four times, then press Low Punch.



PROTIP: Sub-Zero and his Freeze move will get you through most of the game.

The sounds fare better, with excellent CD-quality noise. Grunts, groans, and martial arts music are the same. Your ears could do better, but not by much.



PROTIP: Random select is the same as before. Just hold Up and press Start.

The gameplay really suffers in this version. The disc-access slowdown grinds the fun to a halt by freezing in the middle of special moves and fatalities, and the load time between matches is abominable.

Kraving Kombat

This is basically the best MK II available, and a welcome relief for Saturn owners jonesin' for their Mortal fix. Saturnites will be waiting a while for Ultimate MK, so they should pick this up. But if you have yet to make a system choice, this version is nowhere near the quality of MK 3 for the PlayStation. This Mortal just isn't Kombat ready. G

Mortal Kombat II by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	4.0	ADJ. Adjustable

$54.95
CD
Available now
Fighting

2 players
Side view
ESRB rating: Teen

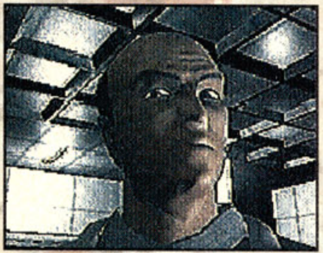
Check out the complete walkthrough of D in the March issue of GamePro.

By Scary Larry

Thirsting for some grisly gothic puzzle action with a twist of Myst? This simple but fascinating game is stylish, sexy, and truly frightening.

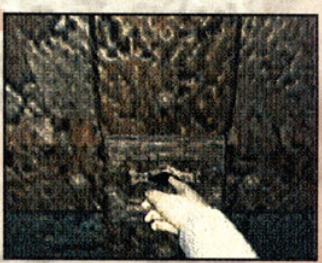
Do the Bite Thing

You are Laura Harris, daughter of brilliant-doctor-turned-mass-murderer, Richter Harris (no relation to the Kevorkians). She's called to talk some sense into Daddy, but instead she gets pulled into his vampire world, and you're invited to go along for the horrifying ride.



A face only a daughter could love.

To get to Daddykins, you must solve a variety of puzzles that involve number games, item recovery, and luck. Along the way, you learn a bit about your family's gruesome past.

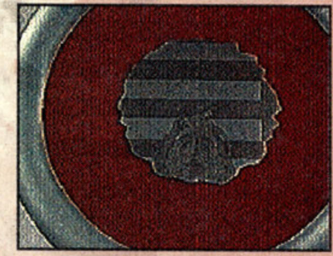


PROTIP: The key to this door isn't a key at all. It's more sword-ed than that.

The Lady Is a Vamp

The graphics feature some of the best rendering in the business. The whole game looks and feels as frightening as your favorite slasher flick. There is some slowdown, especially when turning left or right, and overall Laura moves pretty slowly for someone in a haunted house – but you'll soon forget all that as you're drawn into the story.

The sounds are equally fascinating. There are some eerie musical sequences, and the voice of Dr. Harris is chilling. You'll even hear Laura panting with fear as she's chased.



PROTIP: Use a sheet of paper to blot this plate of soup (and it's not tomato).

Fans of Myst or 7th Guest will like the eerie yet easy fun of this game. But like most games of this genre, once you've played it, you've played it. So rent this for a weekend. Even if you don't get through it, you'll be fang-ful for the memories. G

D by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.0	ADJ. Adjustable

$54.95
CD
Available now
Strategy

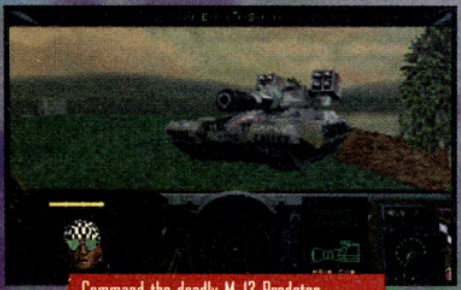
1 player
First-person view
ESRB rating: Teen

They say the last thing you see before you die
is a blinding flash of light.

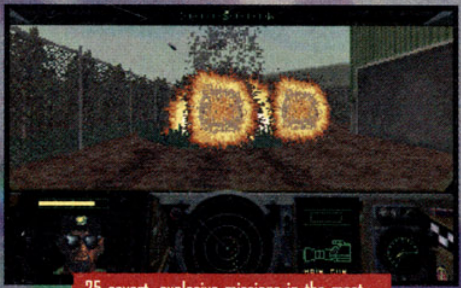
But Hey, You're A Mercenary. You're Used To This Stuff.

You've joined Da Wardenz. Big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war is hell. But at least your kickin' to the awesome hip-hop soundtrack of San Francisco 49er football star and rapper William"Bar None"Floyd.

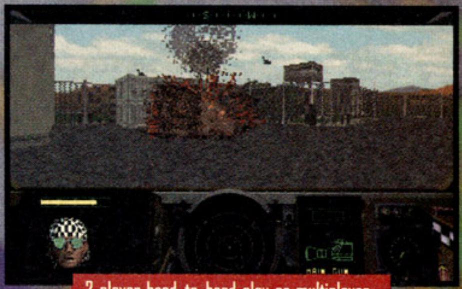
SHELLSHOCK



Command the deadly M-13 Predator Battletank across 3D mapped and textured terrains in real-time, first-person.



25 covert, explosive missions in the most politically volatile regions in the world!



2 player head-to-head play or multiplayer network in the PC version—up to 8 players wage war.

Available on:

CD-ROM

PlayStation

U.S. GOLD

Designed and Developed by
CORE
STUDIOS

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SKELETON WARRIORS

By Tommy Glide

Skeleton Warriors brings back that ol' 16-bit sword-chopping gameplay found in classics like Golden Axe and Rastan.

Crystal Lightstar

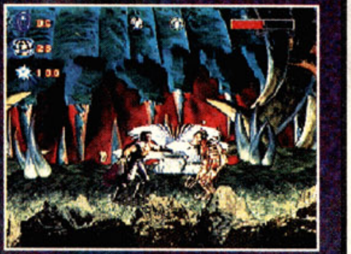
As Prince Lightstar, you slash a path through skeletons and other dysfunctional fantasy creatures to regain the energy crystal stolen by Baron Dark. You journey through caverns to mountain tops, meet a number of bosses, and occasionally fly from a behind-the-hoverbike view into a few mediocre terrain-skimming battles. With smooth controls, the game lets you hang tough with a block move, and you can switch between numerous projectile lasers and bombs.

Warriors, Come Out to Play

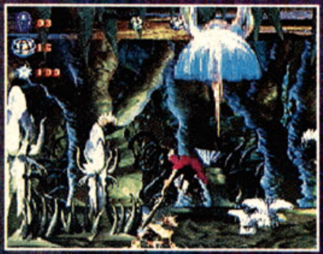
The large rendered characters and gorgeous texture-mapped backgrounds give the game a great 3D look. You'll never tire of looking at the brilliant explosions and beautiful bosses, but you may get lost in the muddle of shattering skeletons. You're limited to moving along one line, and at times you'll find yourself at the edge of the screen impatiently waiting for the game to scroll.

The sound jams with an orchestral soundtrack that gets your blood pumping. Complementing the score are crisp smacks and blasts.

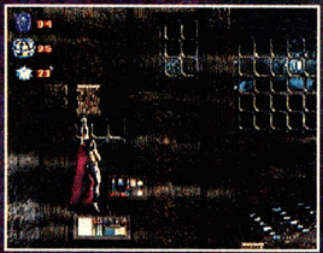
More variety in the levels would have boosted the FunFactor, but this traditional slashquest might hook you anyway. For heroes who are happy as long as their sword works, Skeleton Warriors should be a keeper. G



PROTIP: Don't use all your specials to kill Dagger right away. He regenerates.



PROTIP: To destroy tough enemies without taking damage, jump on them with multiple hits.



PROTIP: Jump and press Up to hang from this block in the first level. Jump onto the block, and jump up again to grab a 1-up.

Skeleton Warriors
By Playmates Interactive

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	ADJ. Adjustable

Price not available
CD
Available now
Action/adventure
1 player

Multiple views
Multiscrolling
Not yet rated by the ESRB

DARIUS GAIDEN

By Air Hendrix

Darius Gaiden toes the standard shooter line, but this true-to-the-arcade port still delivers quality outer-space zapping on the Saturn.

Be On Guard

Gaiden's token plot never even registers, but you'll be too immersed in the thumb-bruising combat to care. Your ship's fitted with a laser and three smart bombs, and standard power-ups amp its capabilities with shields, multiple shots, and more.

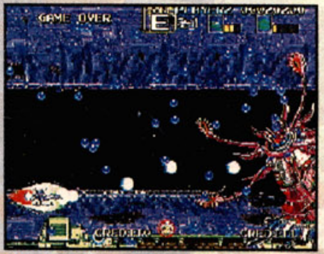
The two-button controls handle their mundane tasks well. Charged-up shots and selectable weapons and pilots would've deepened Gaiden's gameplay, though.

The side-scrolling action whips through levels packed with a challenging, varied lineup of enemies and obstacles, closing with a menacing boss. You finish the game by completing 7 of the 28 levels, which branch out in a fanlike layout that enables you to pick your own path through the battle. This setup creates a host of routes through the game, building in strong replay value.

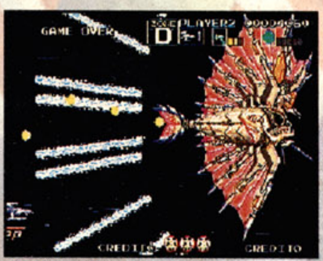
Fish Filet

The colorful fish-themed graphics serve up enormous bosses and wild, detailed backgrounds. The eye-popping smart-bomb explosion displays impressive graphical prowess, but the action frequently slows down when things get too busy. On the sound side, CD-quality tunes nicely pace the action, but the flat effects never take off.

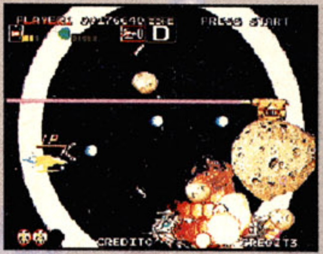
Completing every level of Gaiden will pose a formidable, enjoyable challenge to hardcore shooter fans. A weekend rental, however, will satisfy the less fanatical. G



PROTIP: When facing the Zone E boss, save a smart bomb to escape from this deadly shower of blue bubbles.



PROTIP: Stay in front of the mouth of the Zone D boss – when it turns its back, it unleashes this brutal fan attack.



PROTIP: Reserve at least one black-hole bomb to save your hide in tight situations.

Darius Gaiden by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADJ. Adjustable

Price not available
CD
Available now
Shooter
2 players

28 levels
Side view
Side scrolling
ESRB rating: Kids to Adults

By Johnny Ballgame

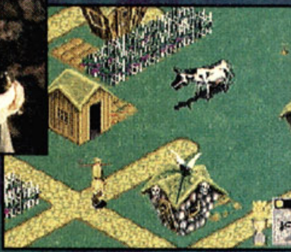
The Horde

A boy is raised by cows, builds a village, and then fights off a bunch of burping monsters. Sound silly? Surprisingly, The Horde proves to be both fun and challenging.

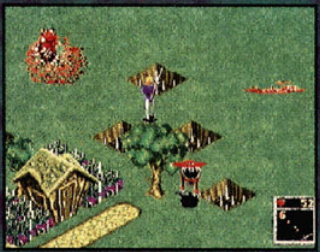
The action comes quickly. You have two-minute rounds to build up your land, and then you're attacked by a band of Hordes who try to eat everything in sight. The control is easy to understand, and the radar map helps you find your ravenous predators.

The full-motion video is some of the cleanest seen on the Saturn, but the village graphics could have been improved from the 3DO version. The sound is excellent, and the clear rumble of the Hordes' belching lets you in on their location.

The Horde is a clever and addicting game that should be eaten up by all Saturn owners.



PROTIP: Buying cows is the best way to secure future earnings.



PROTIP: Set traps next to houses to kill hordlings before they have a chance to destroy the building.

The Horde by Crystal Dynamics

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	INT. Intermediate

Price not available
CD
Available now
Action/adventure
1 player
5 levels
¾-overhead view
ESRB rating: Kids to Adults

By Johnny Ballgame

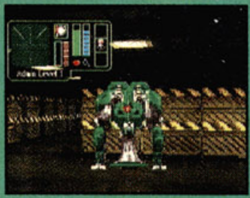
DEFCON 5

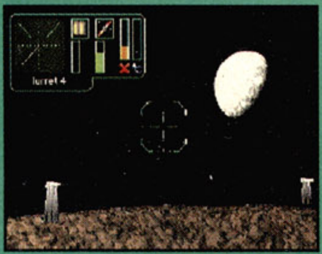
Defcon 5 may look like another Doom clone, but in fact its goal is the opposite: You set up a defense and try to escape without fighting.

You spend most of your time wandering around empty corridors, and after a while you wish the aliens would board the ship so you'd have something to do. The first-person control is smooth and fast, though.

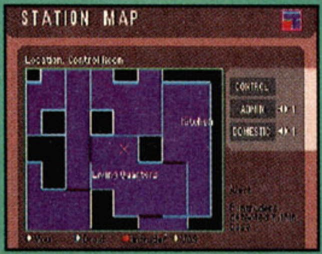
Tense music and warnings of impending death make the sounds eerie and effective. The graphics, however, are nothing to celebrate.

Defcon 5 is an original idea for an established genre, but unfortunately the game is doomed by a lack of action.





PROTIP: When you hear alien ships attacking, run to a turret to defend the ship.



PROTIP: Use the map in the control room to quickly make your way around.

Defcon 5 by Millennium Interactive

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	4.0	3.0	INT. Intermediate

Price not available
CD
Available now
Strategy
1 player
First-person view
Backup RAM cartridge needed to save
ESRB rating: Kids to Adults

By Bruised Lee

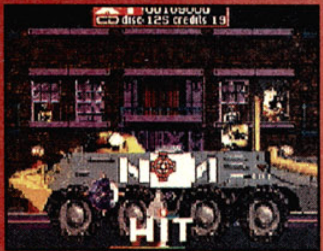
Revolution X

Acclaim took Midway's smash arcade hit and turned it into a complete miss for the Saturn.

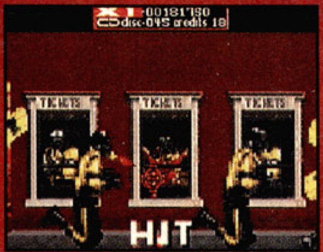
Shooting from a first-person perspective, you're trying to save the world from the New Order Nation, but someone should save you from this game. Rev X's graphics are composed of blocky pixels. The dull backgrounds are as lifeless as the repetitive gameplay, and the smooth control is overshadowed by the massive slowdown.

Aerosmith tries to dress up the soundtrack with their greatest hits, but it's a solo gig. Sound effects are either missing or just wretched.

Acclaim would have a better chance marketing Rev X as an expensive coaster. G



PROTIP: When shooting the armored vehicles, aim for the sections that flash white.



PROTIP: Destroy the enemies that are shooting at you before eliminating enemies that are running around.

Revolution X by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	2.5	2.0	ADJ. Adjustable

Price not available
CD
Available now
Shooting
2 players
First-person view
ESRB rating: Teen

Star Fighter

By Captain Squideo

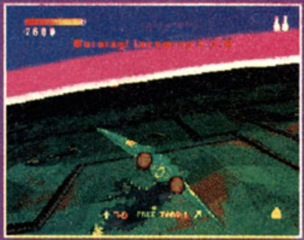
Star Fighter doesn't quite soar with the eagles, but it doesn't flop with the turkeys, either.

Excellent controls keep Star Fighter flyin' high. Unlike the jets in StarBlade, your ship can fly anywhere whenever you want. Too bad the game moves so slowly – add speed, and Star Fighter would zoom to a higher FunFactor.

PROTIP: Wait until the mother ship gets on a straight flight path before you dock with her.

Ill-defined graphics also limit the excitement. Colorful backgrounds lack detail, objects suddenly appear as you approach, and there's not enough dramatic intro footage to get you airborne. The sounds vary from effective voices to shrieking music that at times is unbearable.

With 60 missions, Star Fighter is worth a long look.



PROTIP: When you're alerted to incoming SAMs, begin evasive measures immediately.

Star Fighter by Studio 3DO

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	INT. Intermediate

$49.95	Multiple views
CD	Forward scrolling
Available now	Save feature
Shooter	Not rated by the ESRB
1 player	
60 missions	

Johnny Bazookatone

By Scary Larry

With its rockabilly-inspired hero, Johnny Bazookatone starts out fun, but it's the same old platform-hopper – sort of Gex with a guitar.

As Johnny, you journey through five levels of mayhem varying from a penthouse to a prison. The awkward controls may hamper your progress a bit, though.

The graphics are hip and well drawn, but the game's enemies could have used some help in the art department. The backgrounds are colorful and humorous in the spirit of Earthworm Jim 2.

PROTIP: Use your floating shot (shoot while pressing Down) to get over thorny spots.

It's Primal Rave!

The music sports some of the hottest cool jazz around. Funky guitar riffs and laid-back house music make the game a sonic treat.

Want some stylish action, a few laughs, and more? Check out Johnny.

Johnny Bazookatone by U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	3.5	3.5	INT. Intermediate

$59	5 levels
CD	Side views
Available now	Save feature
Action/adventure	Not rated by the ESRB
1 player	

CYBERDILLO

By Captain Squideo

Somebody was bound to turn Doom into a joke. Cyberdillo is that joke, but it doesn't stay funny for long.

Playing as a weapon-toting armadillo, you travel psychedelic corridors, dodging obstacles and shooting enemies. The redundant gameplay is typical for first-person shooters, minus Doom's suspense.

FUNK
SHIELD

PROTIP: Walk under these stoplights when their lights turn green, or you'll suffer damage.

Colorful graphics generate humor. The tongue-in-cheek music adds charm, though how much you can tolerate depends on how much you like disco. The voices are fairly unintelligible.

FUNK
SHIELD

PROTIP: When you pick up a new gun, walk back through the earlier corridors to gather ammo clips before you explore new areas.

Cyberdillo mocks standard shooters, and on that level it succeeds mildly. But there's not enough excitement to make this a joke worth retelling.

Cyberdillo by Panasonic

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	2.5	3.0	ADV. Advanced

$59.95	First-person view
CD	Multiscrolling
Available now	Not rated by the ESRB
Shooter	
1 player	

IRON ANGEL of the APOCALYPSE: The Return

By Scary Larry

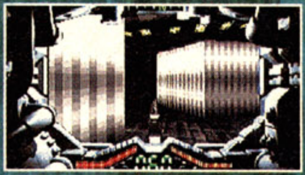
After the most ridiculously long intro in video game history, you finally get to the core of this game…and immediately you yearn for the excitement of the intro.

A sequel to last year's dud, Iron Angel, this game is just as boring and fails to earn a place among 3DO corridor classics like Wolfenstein. The static graphics offer up similar-looking robotic enemies and bland backgrounds. The sound is a one-trick pony: The same weird music pulsates through each level, and gunshots and explosions sound muffled.

Controlling your mech through these halls is a chore because of unresponsive controls. Stay away from this stodgy corridor shooter unless you were a fan of the first one, which didn't add a lot to the genre, either. No deposit means no Return.

u! and You!...men and women of courage ar

PROTIP: Information screens have useful clues.



PROTIP: Make your turns long before the edge of a hallway, or you'll find yourself heading in the wrong direction.

Iron Angel of the Apocalypse: The Return by Synergy

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	2.5	3.0	ADV. Advanced

$39.95	First-person view
CD	Multiscrolling
Available now	Not rated by the ESRB
Corridor shooter	3DO rating: 12
1 player	

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Dare You Enter Scary Larry's

HAUNTED GHOST TOWN?

R.I.P.
Brent Douglass
2.3 Minutes
Grand Prize
Winner

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REAL BOUT FATAL FURY

By Major Mike

A better name for this, the fifth entry in the Bogard fighting series, would have been "Fatal Fury 3: The Correction." Everything that was wrong with FF 3 was fixed for Real Bout Fatal Fury.

Bigger and Better

You'll notice the good news right away. Returning from FF Special are Kim Kaphwan, Duck King, and Billy Kane. All the bosses from Fatal Fury 3 are now playable fighters, and some of the lesser combatants from 3 (Bob, Mary) are now formidable. The bosses, while not as powerful as they were when controlled by the computer, are also additions.

A few changes, however, aren't for the better. Most notable is the line switch on Button D – Button C is now a power move (a hard kick or punch). While the line switch is easier to perform, it is at the cost of variation in the punches and kicks. And while it's great to have several fighters to choose from, Geese Howard is still the final boss.

Combos Are The Key

This entry shines with gameplay. The combo system is more refined than in FF 3, and you can now chain special moves together. Excellent controls make the super specials more manageable. Additionally, all the special moves taken out of FF 3 (Joe's Machine Gun Punch, Terry's Rising Tackle, and so on) are here – along with some new moves (like Mai's Shiranui Spirit Shadow).

The hand-drawn characters are beautiful, but there aren't many fighting stages (in one-player mode, you fight opponents in groups of three on the same stage). The backgrounds are busy with action, but they never overwhelm the foreground fighters.

The music varies from fighter to fighter and ranges from banal rock to obnoxious drek. Some characters' voices have also been fine tuned (you can now understand Mary).

The Road Goes On

With its emphasis on gameplay, this is one of the best Fatal Fury games ever. While it's only an upgrade, it's an enjoyable one nonetheless. And with so many formidable characters, it should be interesting to see the lineup for the King of Fighters '96! G

Neo•Geo Game ProFile

Real Bout Fatal Fury

(By SNK)

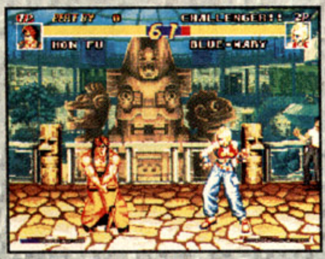
NOT RATED

This is what Fatal Fury 3 should have been. With more fighters, techniques, and moves, Real Bout is a worthy addition to the FF series.

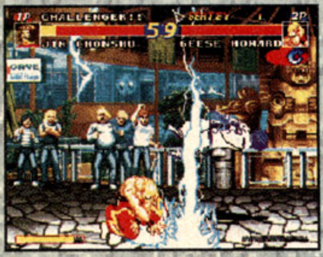
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

Price not available
346 megs
Available now
Fighting

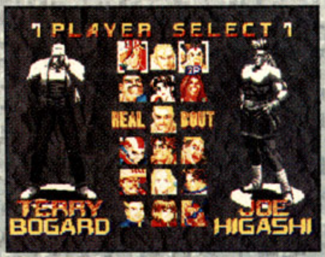
2 players
Side view
Multiscrolling



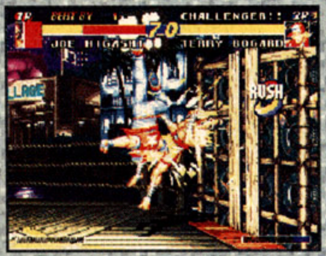
PROTIP: Be careful when using Hon-Fu's Flaming Stallion; it could end up being a very painful experience!



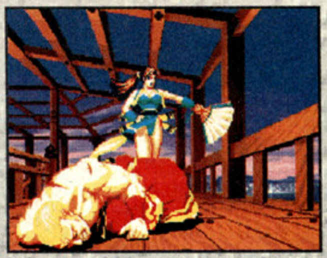
PROTIP: Each character now has a super death move that can be performed when the power gauge at the bottom is maxed out and your life meter is flashing red. For Geese, motion → ↘ ↓ Power Punch.



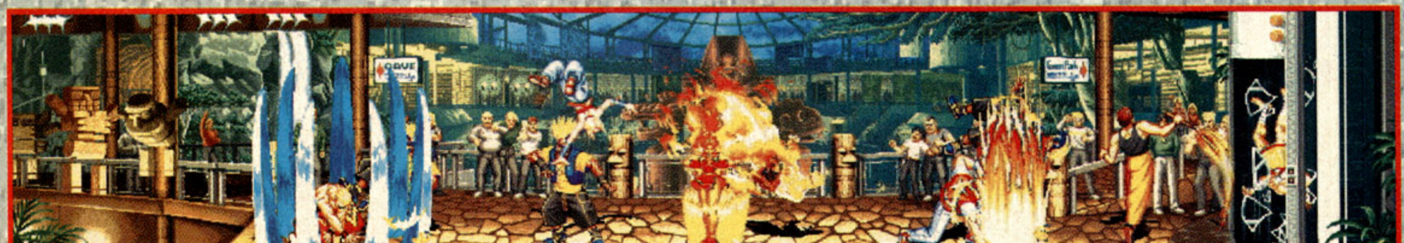
Sixteen fighters round out Real Bout's lineup.



PROTIP: Try chaining Terry's Crack Shoot and immediately follow it up with a Rising Tackle for several nasty hits.



Geese (not him again!) is the final opponent.



Keep an eye on the barriers at the extreme edges of the fighting stages – they can be broken away for an out-of-bounds victory.

DEFENDER 2000

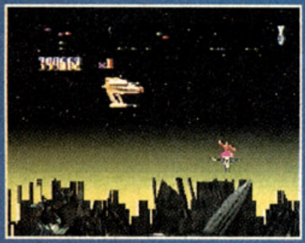
By Air Hendrix

While Defender 2000 improves on the arcade shooter, it doesn't shore up its modern graphics with modern gameplay.

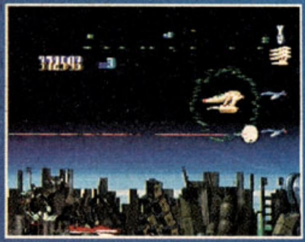
Despite the blazing speed and fresh features, the gameplay just wasn't improved enough to justify a new version – you might as well play the original.

Brushed with impressive color and detail, the decent graphics include threatening aliens and stark cityscapes. After a few levels, though, it becomes repetitive, and the graphical math still adds up to less than 64-bit. The sounds and controls fare even worse with cheesy '80s-style zaps and slippery steering.

Defender still supplies Jag owners with adequate shooting. But that reflects more on the quality of the Jag's game library than on this game.



PROTIP: Immediately take out these suicidal mutants.



PROTIP: With the lightning laser, approach enemies slowly enough that you can still rescue their humans.

Defender 2000 by Atari

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	3.0	INT. Intermediate

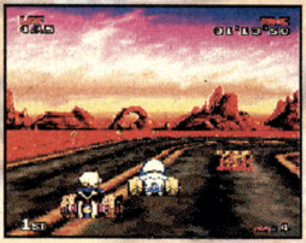
$59.99
4 megs
Release date not available
Shooter
2 players
3 games
Side view
ESRB rating: Kids to Adults

ATARI KARTS

By Air Hendrix

A knockoff of Mario Karts without the fighting, Atari Karts will thoroughly entertain young kids. Everyone else, however, should steer clear of the simple, cartoony gameplay.

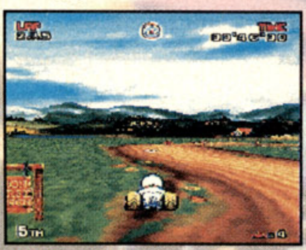
Packed with cutesy racers like Bentley the Bear and Pum King, this colorful game sends you around a generous selection of short courses, collecting power-ups and dodging obstacles. Responsive controls help you chart a clear course.



PROTIP: Stick to the inside of turns to pull ahead.

The bright, well-detailed tracks and likable characters should hold kids' attention. Peppy tunes keep it light, but the lifeless sounds finish last.

These races present just the right level of cuteness and challenge for those younger Jaguar gamers. The question, of course, is how many seven-year-olds are out there looking for Jag games?



PROTIP: With the wheel power-up, you can cut corners without losing speed.

Atari Karts by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.0	BEG. Beginner

$59.99
Megs not available
Available now
Racing
2 players
Behind-the-racer view
ESRB rating: Kids to Adults

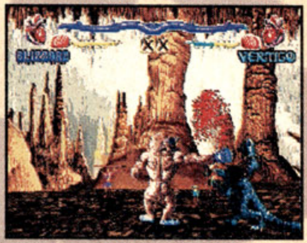
Primal Rage

CD

By Bruised Lee

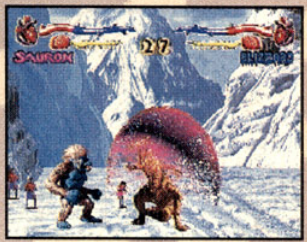
Primal Rage appears better late than never with Urth-shaking carnage. This CD delivers all seven dinosaurs intact with all the arcade moves, combos, and fatalities. Additional features include a grueling endurance match and a tug-of-war where players share one life bar.

Graphically, the sharp character animation nearly mirrors the arcade. Unfortunately, their reduced size makes them only shadows of the 32-bit versions. The sound is good, recreating the arcade music and all the dino effects. With the six-button controller, the moves and combos are easy to pull off.



The Tug-of-War was added especially for the CD version.

Primal Rage is one of the Jag CD's strongest titles and one of the best arcade-to-home translations for the system.



PROTIP: Use Sauron's Primal Scream (hold High Quick and Low Quick and tap Down, Up on the controller) to ward off incoming enemies.

Primal Rage by Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.5	3.0	ADJ. Adjustable

Price not available
CD
Available now
Fighting
2 players
Side view
Multiscrolling
ESRB rating: Teen

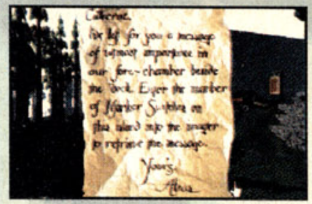
MYST

CD

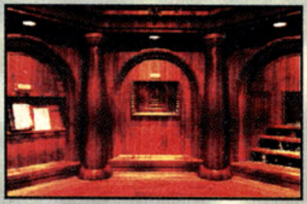
By The Axe Grinder

While the often-copied Myst isn't the newest game around, the Jaguar CD does an excellent job with the puzzling point-and-click adventure.

There is nothing new to this version – this is the same as the PC and other adaptations.



PROTIP: Examine everything carefully – even items that look like litter could give clues.



PROTIP: Press the picture with the doorway to reveal a hidden staircase.

The graphics are crystal clear, and the sound is moody and atmospheric. Moving the cursor is a breeze with the control pad, but it is slow and makes you want a mouse. The load times between some screens isn't as instantaneous as it should be, but things move along at a brisk pace.

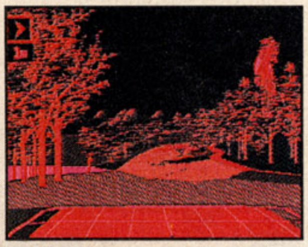
Gamers wanting a unique puzzler for the Jag CD will be enthralled by Myst. However, those who already know and love this game have no reason to return.

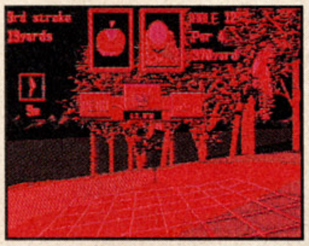
Myst by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

$59.99
CD
Available now
Puzzle
1 player
First-person perspective
ESRB rating: Kids to Adults

Virtual Golf
Virtual Boy

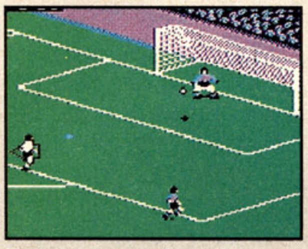




A 3D golfing experience that putts its money where its mouth is, VG is fun, but not very sharp. Blurry fairways are offset by speedy screen redraw and a pleasing golf interface. You'll wish for the quiet of the course when you hear the lousy music, though. Virtual Golf will keep you puttering around for a while.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	4.0	INT. Intermediate

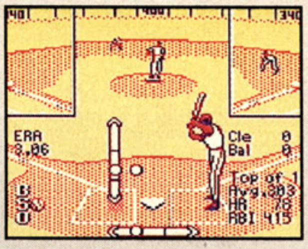
FIFA '96
Game Boy



FIFA '96 for the Game Boy may be the best sports title of the year for the handheld systems. All the moves – like tackles, headers, and bicycle kicks – are included along with countless teams from the U.S., Europe, and South America. Sports fans of all kinds will enjoy the nonstop action.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.5	INT. Intermediate

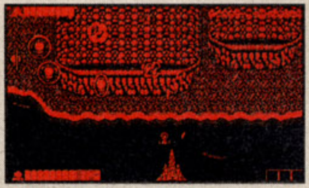
Frank Thomas "Big Hurt" Baseball
Game Boy



"Big Hurt" Baseball for the Game Boy may put the hurt on you. The graphics make hitting a nightmare. When the ball is on its way, it gets lost in the green background. Every swing of the bat sounds like a skier slushing down the slopes. Frank Thomas may win the MVP, but his Game Boy cart fails to make the cut.

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	4.0	3.0	INT. Intermediate

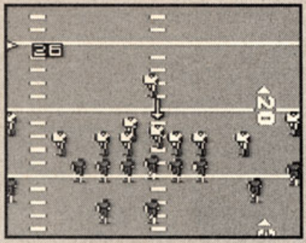
Vertical Force
Virtual Boy



A standard 8-bit shooter with some minor 3D effects, this flying game is a wild blue yawner. The graphics are simple and bland, with enemies that wouldn't impress your kid sister. The tinny sounds are below average for any post-1990 game. Shooting on two levels and blasting mediocre enemies make this no Force to be reckoned with.

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	2.5	2.0	INT. Intermediate

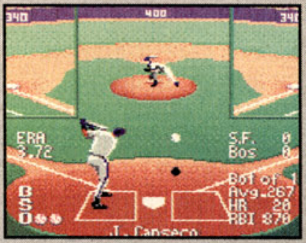
Madden '96
Game Boy



This Madden features no NFL license, old lineups, and none of the improvements made to the '96 SNES version. The small sprites will cause eye strain, player control is difficult, and passes sound like bombs falling from the sky. This game will never reach the goal post for football fans.

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	2.5	2.5	INT. Intermediate

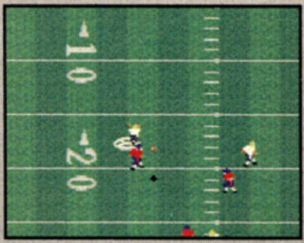
Frank Thomas "Big Hurt" Baseball
Game Gear



"Big Hurt" Baseball offers smooth gameplay and excellent control along with such options as Season and All Star games. Graphically, the field and players look excellent and there is good animation of swings and throws. Unlike the 16-bit versions, this Hurt provides a new field of dreams.

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	4.0	INT. Intermediate

Madden '96
Game Gear



Madden '96 on the Game Gear is a below-average attempt to bring football into the handheld arena. While player control is decent, the high-pitched music makes your fingers rush to the volume control. Likewise, the small sprites lack detailed animation. Madden hits the sidelines with this mediocre game.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	2.0	2.5	INT. Intermediate

SEGA GENESIS™

Air Diver	13
Aladdin	25
Alien 3	19
Altered Beast	6
Arch Rivals	12
Asterix & Rescue	15
Attack Sub	28
Batman	17
Batman & Robin	39
Batman Forever	39
Batman Returns	18
Battltds/Dbl Dragn	25
Beauty Beast-Roar	18
Beavis & Butthead	25
Big Hurt Bsbl	48
Bill Walsh Ftbl	12
Bill Walsh Ftbl 95	19
Boogerman	38
Boxing Legends	18
Bubsy	29
Buck Rogers	12
Bulls vs Blazers	8
Bulls vs Lakers	7
Buster Douglas Bxg	9
Cal Ripken Bsbl	19
Capt America	15
Castlvnia Blood	19
Cliffhanger	16
Coach K Bsktbl	35
College Football	19
College Football 2	39
College Ftbl USA 96	48
Columns	29
Comix Zone	39
Contra Hard Corps	29
Cool Spot	22
Cyborg Just	12
Desert Strike	25
Double Dragon	16
Double Dragon 3	19
Dr Robotnik's	22
Dynamite Duke	11
Earthworm Jim	39
Earthworm Jim 2	59
Ecco The Dolphin	19
Ecco Tides of Time	25
ESPN Baseball	19
Eternal Chmpns	15
Evander Hlyfld	12
Exile	16
F 117 Night Storm	25
F 22 Intercptr	18
Faery Tales	15
Fantasia	16
Fatal Fury	16
FIFA Soccer	17
FIFA Soccer 95	29
FIFA Soccer 96	49
Flashback	15
Foreman For Real	32
Forgotten Wrlds	9
General Chaos	19
Ghouls Ghosts	12
Golden Axe	12
Golden Axe 2	17
Golf	11
Greatest Hvywts	25
Hard Drivin'	15
Hardball 3	9
Hardball 94	16
Home Alone	19
Immortal	19
Incredible Hulk	22
Jammit	15
Joe Mntna	7
Joe Mntna 2	7
Joe Mntna 3	7
Joe Mntna 94	12
John Madn	5
John Madn 92	6
John Madn 93	8
John Madn 94	9
John Madn 95	22
John Madn 96	55
Judge Dredd	28
Jungle Strike	28
Jurassic Park	13
Jurassic Prk Rmpge	25
Justice League	29
King/Monsters	19
Kings Bounty	19
Krustys FH	17
Lakers Celtics	7
Land Stalker	19
Lethal Enfrcr	19
LHX Attck Chppr	11
Lion King	29
Little Mermaid	29
Marble Madness	29
Maximum Carnage	25
Mega Turrican	15
Mercs	13
Michl Jksn Mwk	12
Mickey & Donald	28
Mickey Mania	35
Mickey Ms Cstl	19
Might & Magic	28
MLBPA Bsbl	17
Monopoly	49
Mortal Kombat	15
Mortal Kombat 2	29
Mortal Kombat 3	65
Ms Pac-Man	29
Mutant Lg Ftbl	19
NBA Action	15
NBA Action 95	25
NBA Allstar Chlg	9
NBA Jam	17
NBA Jam-Tourn	29
NBA Live 95	28
NBA Live 96	59
NBA Showdown	15
NFL 95	18
NFL QB Club	25
NHL Hockey	9
NHL Hockey 94	13
NHL Hockey 95	25
NHLPA 93	9
Out Of This Wrld	15
Paperboy	38
Pat Rily Bskbl	6
Pebble Beach Golf	28
PGA Euro Tour	35
PGA Tour Golf	28
PGA Tour Golf 2	35
PGA Tour Golf 3	49
PGA Tour Golf 96	59
Phantasy Star 2	28
Phantasy Star 3	25
Phantom 2040	39
Pitfighter	13
Populous	8
Power Monger	15
Power Rangers	28
Power Rangers-Mov	48
Primal Rage	48
Prime Time NFL	49
Pro Am Racing	22
Quackshot	15
Ranger X	11
RBI Basbl 3	9
RBI Basbl 4	11
RBI Basbl 93	12
RBI Basbl 94	22
Ren & Stimpy	18
Revenge Shnobi	9
Road Rash	28
Road Rash 2	38
Road Rash 3	39
Robocop vs Term	22
Rolling Thunder 2	11
Shadow Beast	9
Shadow Beast 2	16
Shadow Dancer	9
Shadowrun	29
Shaq Fu	12
Shining Drkns	16
Shining Force	35
Shinobi 3	17
Simpsons-Virt Bart	35
Simpsons-B Ntmr	29
Simpsons-B vs SM	17
Skitchin'	25
Sonic & Knuckles	29
Sonic Hdghog	7
Sonic Hdghog 2	8
Sonic Hdghog 3	29
Sonic Spinball	15
Spiderman	15
Spiderman/X-Men	19
Splatterhouse 3	19
Sports Tlk Bsbl	9
Star Trek Nxt Gen	28
Stargate	29
Street Ftr 2 SCE	13
Streets Rage	12
Streets Rage 2	18
Streets Rage 3	35
Subterrania	9
Supr Basbl 2020	12
Supr Hang On	13
Supr High Impact	9
Supr Monaco GP	12
Supr Off Road	28
Supr Smash TV	11
Supr Strt Ftr 2	28
Supr Thndr Bld	11
Sword Sodan	8
Sword Vermlion	11
Talespin	18
Tazmania	17
Tecmo Super Bowl	16
Tecmo Super NBA	13
Tecmo Super Bowl 3	49
Terminator	15
Terminator 2-Arcd	13
Terminator 2-Jdgmt	18
Tiny Toons	22
TMNT Hyperstone	19
TMNT Tourn Ftrs	17
Toe Jam & Earl	29
Toe Jam & Earl 2	22
Tom Lasorda Basbl	8
Tony La Russa	8
Tony La Russa 95	18
Tour Tennis	18
Triple Play 96	45
Triple Score	22
Troy Aikman NFL	16
True Lies	35
Urban Strike	35
Vector Man	39
Virtua Racing	39
Warriors Etrnl Sun	28
Wheel Fortune	59
Wimbeldon Tennis	18
Winter Olympics	18
Wonder Boy	12
World Series 95	39
World Series Bsbl	19
WWF Raw	32
WWF Royl Rumble	19
WWF Sup Wstmnia	15
X-Men	13
X-Men 2	39
Zombies Ate Nghbr	19
Sega Gen Deck	59
Sega Gen 2 Deck	59
Ascii Pad	9
Carry Case/Lg	15
Carry Case/Sm	13
Comp Pro	7
Contrl Pad (6 Btn)	12
Dual Turbos(2)	25
Extension Cord	2
Four Plyr Adptr	15
Game Genie	22
Game Holder	6
Justifier 1 (Ctrlr)	18
Justifier 2 (Phone)	28
Mega Mouse	15
Menacer	9
Misc Joypad	3
Misc Joystick	8
Power Base Cnvrtr	13
Power Jystk (6 Btn)	28

SUPER NES

7th Saga	38
Act Raiser	8
Act Raiser 2	17
Adv Island	22
Aladdin	29
Alien 3	18
Aliens/Predator	19
Arcana	22
Art Of Fighting	15
Bass Masters Clscs	39
Batman & Robin	38
Batman Forever	38
Batman Returns	19
Battleclash	5
Battltds/Dbl Dragn	19
Beavis & Butthead	22
Big Hurt Bsbl	49
Bill Walsh Ftbl	15
Blaze On	9
Boxing Legends	18
Brawl Brothers	18
Breath of Fire	35
Breath of Fire 2	59
Brett Hull Hcky	16
Bubsy	28
Bubsy 2	39
Bugs Bny Rampage	22
Bulls vs Blazers	7
Capt America	13
Castlevania 4	16
Champ Pool	32
Chessmaster	39
Chester Cheetah	22
Chrono Trigger	69
Clayfighter Trnmnt	25
Clayfighters	19
Clue	35
Congos Caper	22
Contra 3	25
Cool Spot	35
Crash Dummies	22
Cybernator	13
Daffy Duck	19
Darius Twins	9
Death Valley Rly	11
Dennis Menace	16
Desert Strike	29
Dirt Trax FX	38
Donkey Kong Ctry	39
Donkey Kong Ctry 2	59
Dr Franken	15
Dragons Lair	18
Drakkhen	8
Earth Bound	45
Earthworm Jim	42
Earthworm Jim 2	59
ESPN Baseball	22
ESPN NFL	28
Eye Of Beholder	15
F Zero	13
Faceball 2000	18
Family Feud	39
Fatal Fury	13
FIFA Soccer	19
FIFA Soccer 96	45
Final Fantasy 2	39
Final Fantasy 3	49
Final Fantasy MQ	15
Final Fight	9
Final Fight 2	25
First Samurai	13
Flashback	18
Gradius 3	13
Home Alone	15
Home Alone 2	13
Hook	17
Hunt Red Oct	18
Illusion of Gaia	29
Indy Car Racing	45
Jeopardy	35
Jeopardy Sports	18
Joe & Mac	16
John Madn 92	8
John Madn 93	9
John Madn 94	17
John Madn 95	25
John Madn 96	55
Judge Dredd	25
Jungle Book	29
Jungle Strike	29
Jurassic Park	19
Jurassic Park 2	29
Justice League	29
Killer Instinct	49
King/Monsters	16
Lagoon	12
Lemmings	19
Lethal Enfrcr	25
Lion King	35
Magical Quest	16
Mario Is Missing	19
Mario Kart	35
Mario Paint Game	7
Mario Time Machine	18
Maximum Carnage	19
Mega Man 7	39
Mega Man X	18
Mega Man X3	53
Mickey Mania	29
MLBPA Bsbl	19
Monday Ngt Ftbl	19
Monopoly	55
Mortal Kombat	16
Mortal Kombat 2	28
Mortal Kombat 3	59
NBA Jam	19
NBA Jam-Tourn	29
NBA Live 95	28
NBA Live 96	59
NBA Showdown	13
NCAA Bsktbl	7
NFL QB Club	25
NHL Hockey 94	18
NHL Hockey 95	29
NHL Stanley Cup	13
NHLPA 93	9
Out Of This Wrld	13
Pac-Attack	29
Pac-Man 2	29
Paperboy 2	19
PGA Tour Golf	39
PGA Tour Golf 96	39
Phalanx	9
Pilot Wings	15
Pink Hollywood	19
Pitfighter	12
Pocky & Rocky	22
Populous	6
Power Rangers	38
Primal Rage	39
Race Drivin'	17
Ranma 1/2	13
Ren & Stimpy Vdts	19
Riddick Bowe	19
Rise Of Robots	19
Rival Turf	8
Robo Cop 3	15
Robocop vs Term	18
Secret Of Evermore	49
Secret Of Mana	45
Shadowrun	22
Shaq Fu	12
Side Pocket	45
Sim Earth	28
Simpsons B Ntmr	13
Slam Masters	16
Soldier Of Fortune	15
Soulblazer	29
Space Ace	16
Spiderman-TV	29
Spiderman/X-Men	19
Spindizzy Worlds	19
Star Fox	13
Star Trek Nxt Gen	25
Star Wars	17
Stargate	35
Street Combat	13
Street Ftr 2	9
Street Ftr 2-Trb	15
Stunt Race FX	25
Supr Batter Up	12
Supr Battleship	35
Supr Battletank	11
Supr Battletank 2	25
Supr Black Bass	55
Supr Caesar's	49
Supr Double Dragon	15
Supr Empire Strks	19
Supr Ghouls	9
Supr High Impact	9
Supr M Allstr & Wld	28
Supr Mario Wrld	7
Supr Metroid	22
Supr Mr All Stars	22
Supr Ninja Boy	13
Supr Play Act Fb	7
Supr Punch Out	25
Supr R Type	8
Supr RBI Basbl	28
Supr Return Jedi	28
Supr Scope (6in1)	2
Supr Smash TV	13
Supr Soccer	13
Supr Strt Ftr 2	22
Supr Tennis	9
Supr Turrican	12
Tazmania	22
Tecmo Super Bowl	19
Tecmo Super Bowl 2	39
Tecmo Super NBA	18
Tecmo Super Bowl 3	39
Terminator	19
Terminator 2-Jdg	17
Tetris 2	49
Tetris/Dr Mario	28
Thunder Spirits	9
Tiny Toons Buster	18
TMNT 4	17
TMNT Trnmnt Ftrs	13
TNN Bass Trnmnt	48
Tom & Jerry	25
Total Carnage	9
Toy Story	59
Troy Aikman NFL	19
True Lies	29
UN Squadron	13
Vegas Stakes	29
Waialae C Club	22
Wario's Woods	19
Wing Commander	12
Wings 2 Aces High	17
Winter Olympics	17
Wolverine	19
World Heroes	15
Wrestlemania	13
WWF Raw	35
WWF Royal Rumble	19
X-Men	28
Y's 3	9
Yoshis Cookie	29
Yoshis Safari	9
Zelda 3	19
Zombies Ate Nghbr	15
Super NES Deck	79
Carry Case	18
Champ Joystick	39
Comp Pro	12
Dual Turbos (2)	25
Extension Cord	2
Game Genie	28
Justifier (Controller)	19
Mouse	25
Misc Joypad	7
Misc Joystick	13
Multi-Tap (5-Plyr)	12
Supr Advant Joystk	32
Supr Gameboy	38
Supr Scope	22

NINTENDO

10 Yard Fight	5
1942	6
1943	6
720	5
8 Eyes	6
Abadox	5
Addams Family	17
Adv Byu Billy	5
Adv Island	9
Adv Island 2	17
Adv Island 3	28
Adv Of Lolo	9
Air Fortress	5
Airwolf	6
Al Unser	6
Amagon	4
Amer Gladiators	6
Anticipation	5
Arch Rivals	4
Arkanoid Game	19
Astyanax	5
Back Futr	5
Back Futr 2/3	5
Bad Dudes	5
Baseball	5
Baseball Smltr	6
Baseball Stars	9
Baseball Stars 2	18
Bases Loaded	6
Bases Loaded 2	6
Bases Loaded 3	8
Batman	6
Batman Returns	15
Batman Rtn Jkr	12
Battle Chess	13
Battle Olympus	5
Battle Tank	9
Battletoads	8
Beetlejuice	9
Bible Advntrs	13
Big Bird Hd/Spk	15
Bionic Commando	5
Black Bass	25
Blades Steel	7
Blaster Master	5
Blue Marlin	29
Bo Jackson	5
Bomberman	9
Boy & His Blob	5
Breakthru	5
Bubble Bobble	8
Bugs Bny Bday	13
Bugs Bny Cstl	12
Burgertime	8
Calif Games	5
Capt America	9
Capt Planet	9
Capt Skyhawk	5
Carmen Sndgo Time	5
Casino Kid	12
Castlevania	5
Castlevania 2	5
Castlevania 3	6
Champ Bowling	12
Chessmaster	25
Chubby Cherub	7
Classic Cncnt	16
Code Nm Viper	5
Commando	5
Contra	5
Crystalis	6
Dance Aerobcs	5
Darkwing Duck	15
Days Of Thndr	6
Deadly Towers	5
Defender 2	9
Defender Crown	6
Demon Sword	5
Destiny Of Emp	15
Dick Tracy	5
Dig Dug II	12
Disney Adv	8
Dizzy	6
Donkey Kong	18
Donkey Kong 3	13
Donkey Kong Cls	19
Donkey Kong Jr	18
Double Dare	6
Double Dragon	5
Double Dragon 2	5
Double Dragon 3	6
Double Dribble	5
Dr Mario	8
Dracula	7
Dragon Spirit	5
Dragon Warr	5
Dragon Warr 2	22
Dragon Warr 3	28
Dragon Warr 4	35
Duck Hunt	1
Duck Tales	7
Empire Strks Bck	18
Everet/Lendl Tenn	5
Excitebike	5
Family Feud	28
Faxanadu	5
Ferrari GP	9
Fester's Quest	5
Fighting Golf LT	6
Final Fantasy	8
Flight Intruder	9
Friday 13th	5
Galaga	25
Gargyls Qst 2	9
Gauntlet	5
Gauntlet 2	6
Genghis Khan	17
Ghost Bstrs	6
Ghost Lion	9
Ghosts & Gblns	5
GI Joe	5
GI Joe Atl	9
Goal	5
Godzilla	7
Golf	5
Golf Pebble Bch	6
Golgo 13	5
Goonies 2	5
Gotcha	5
Gradius	5
Great Waldo Srch	11
Guardian Lgnd	5
Gunsmoke	5
Heavy Shreddin	5
Hogans Alley	5
Hollywood Sqrs	9
Home Alone	15
Home Alone 2	9
Hook	9
Hoops	5
Hunt Red Oct	5
Hydlide	6
I Can Remember	18
Ice Hockey	5
Ikari Warriors	5
Ikari Warriors 2	5
Immortal	6
Indy Heat	19
Indy Jns Doom	5
Infiltrator	5
Iron Sword	5
Iron Tank	5
Jack Nkls Golf	7
Jackal	5
Jaws	5
Jeopardy	9
Jeopardy 25th	17
Jeopardy Jr	12
Joe & Mac	11
John E Qback	4
Jordan vs Bird	5
Joust	9
Jurassic Park	19
Karate Champ	5
Karate Kid	5
Karnov	5
Kickle Cubicle	12
Kid Icarus	5
Kings Of Beach	5
Kirbys Adv	25
Klax	25
Knight Rider	5
Krustys FH	7
Kung Fu	5
Kung Fu Heroes	5
Legacy Of Wiz	5
Legend Of Kage	5
Legendary Wngs	5
Legends Dmnd	5
Life Force	6
Litl Mermaid	9
Litl Nemo Dream	6
Lode Runner	5
Lone Ranger	7
Lunar Pool	7
Mach Rider	5
Magic Johnson	5
Magmax	5
Major Lg Bsbl	5
Maniac Mansion	8
Marble Madns	5
Mario Brothers	6
Mario Is Missing	25
Marvels X-Men	6
MC Kids	9
Mega Man 1	16
Mega Man 2	9
Mega Man 3	9
Mega Man 4	13
Mega Man 5	28
Metal Gear	5
Metroid	6
Mickey Mouse	7
Micro Machines	19
Millipede	19
Milons Sec Castle	5
Mission Imp	5
Monopoly	18
Monster Party	7
Ms Pac-Man	35
NARC	5
NASCAR Chall	17
NES Open	9
NFL	5
Ninja Gaiden	6
Ninja Gaiden 2	6
Ninja Gaiden 3	12
Nobun Ambtn	9
North & South	19
Operation Wolf	5
Othello	5
Overlord	7
Pac-Man	25
Paperboy	9
Paperboy 2	18
Perfect Fit	15
Peter Pan Pirates	5
Pictionary	9
Pinball	8
Pinball Quest	18
Pinbot	9
Platoon	6
Play Act Ftbl	5
Popeye	7
POW	5
Predator	6
Pro Am Racing	6
Pro Wrestling	6
Punch Out	5
Punisher	5
Q Bert	9
Quattro Adv	7
Quattro Sports	7
Rad Racer	5
Rad Racer 2	9
Rambo	5
Rampage	6
RBI Basbl	5
RBI Basbl 2	5
RBI Basbl 3	9
Renegade	5
Rescue Emb Mis	5
Rescue Rangers	7
Rescue Rangers 2	22
Ring King	5
River City Ransom	6
Road Blasters	5
Robin Hood	6
Robo Cop	5
Rocket Ranger	6
Roger Clemens Bsbl	5
Roger Rabbit	6
Roller Ball	5
Romnc 3 Kngds	9
Rush N Attack	6
Rygar	5
Section Z	5
Sesame St 123	11
Sesame St ABC	13
Sesame St Ctdn	22
Shadowgate	5
Shingen Ruler	6
Shinobi	5
Shooting Range	9
Short Order	8
Side Pocket	19
Silent Service	6
Silver Surfer	5
Simpsons-B vs RM	9
Simpsons-B vs SM	7
Simpsons-B vs Wrld	7
Skate Or Die 1	5
Skate Or Die 2	5
Sky Shark	5
Smash TV	6
Snake Rattle	6
Snakes Revenge	5
Snoopy Sports	8
Solar Jetman	5
Solstice	5
Space Shuttle	9
Spiderman-Sin 6	9
Spot The Game	6
Spy Hunter	5
Spy vs Spy	5
Stanley	7
Star Trek	12
Star Tropics	6
Star Voyager	5
Star Wars	17
Stealth	5
Street Fighter	6
Strider	5
Supr Contra	6
Supr Dodge Ball	6
Supr Glove Ball	5
Supr Jeopardy	15
Supr Mario	1
Supr Mario 2	5
Supr Mario 3	6
Supr Mario/Dk Ht	1
Supr Off Road	6
Supr Pitfall	6
Supr Spk Vlybl	5
Supr Sprint	5
Supr Tm Games	5
Swords & Serps	5
Tag Tm Wrest	5
Talespin	8
Tecmo Baseball	5
Tecmo Bowl	7
Tecmo Bowl 2	18
Tecmo NBA Bsktbl	18
Tecmo Wrld Wrst	5
Tennis	5
Terminator	13
Terminator 2	6
Tetris	9
Tetris 2	28
Three Stooges	7
Tiger Heli	5
Time Lord	5
Tiny Toon	15
Tiny Toons 2	22
TMNT	2
TMNT 2	6
TMNT 3	9
Tom & Jerry	16
Toobin	12
Top Gun	6
Top Gun 2	6
Town & Country	5
Track & Field	5
Track & Field 2	6
Trick Shooting	5
Trojan	5
Twin Cobra	5
Twin Eagle	8
Ultima 1 Exodus	5
Ultima 2 Qst	17
Untouchables	4
Urban Champion	5
Vegas Dreams	25
Wayne Grtsky	6
Wheel Fortune	13
Wheel Frtn Fam	17
Wheel Frtn Jr	13
Wheel Frtn Vanna	29
Where's Waldo	8
Willow	5
Win Lose Draw	6
Winter Games	5
Wizardry	9
Wizrds & Warriors	6
Wizrds & Warrs 3	11
Wolverine	6
World Champ Wr	5
World Cl Trk	5
World Cup Soccer	6
Wrath Blk Mnta	5
Wrestlemania	5
WWF Challenge	5
WWF Steel Cage	9
Xenophobe	5
Xevious	5
Yoshi	9
Yoshis Cookie	18
Zelda	6
Zelda 2	7
Nintendo Deck	18
Advant Joystick	5
Arkanoid Control	19
Carry Case/Lg	3
Carry Case/Sm	1
Comp Pro	8
Double Player	2
Extension Cord	2
Four Score	5
Game Genie	9
Game Holder/Lg	3
Game Holder/Sm	2
Light Gun	2
Misc Joypad	3
Misc Joystick	2
NES Max Joypad	3
Power Glove	7
Power Pad	4
Satelite	3
Single Wireless	4
Supercontroller	1
U Force	2
Ultimate Joystick	7
Ultimate Wireless	9

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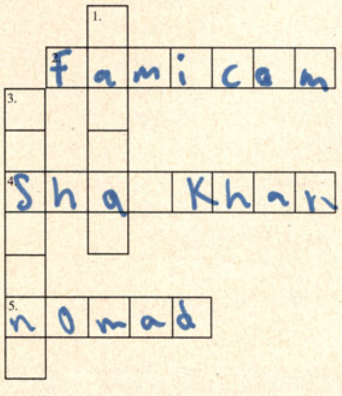

ACROSS

2. Japanese NES.
4. Emperor of Outworld.
5. Desert wanderer.

DOWN

1. He has hands and feet but no arms or legs.
3. Mario Bros. Movie star Bob __________.

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name, address and phone number to:

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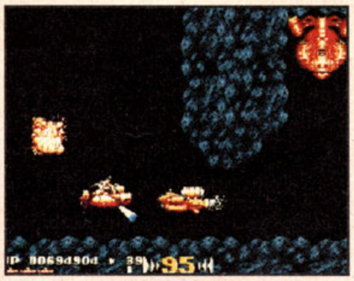
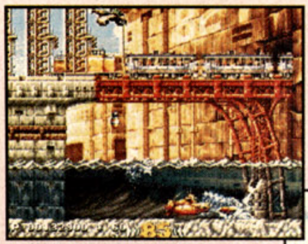
Entries must be postmarked no later than April 30, 1996

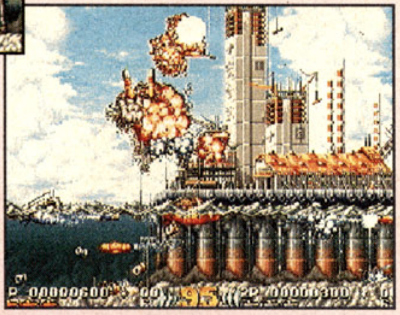
GP

Quick Hits

In the Hunt
PlayStation



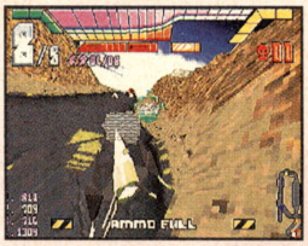




The lineup of PlayStation shooters gets a boost with this conversion of Irem's arcade submarine game. The very detailed graphics are supported by audio that's loaded with blasts. The controls are sluggish but mostly accurate. This sub floats above other PlayStation shooters like Galactic Attack and Jupiter Strike.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	ADJ. Adjustable

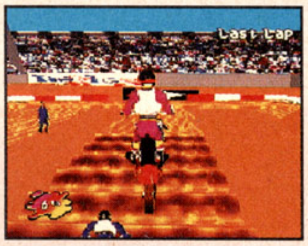
Hi-Octane
Saturn



This futuristic racing-combat game gives you three views, nine tracks, six cars, and numerous power-ups to play with. What it doesn't give you is clean graphics: The bland vehicles are boxy polygons and the terrain is gritty. The sounds are so-so, and the loose-playing controls give you just enough response to make them average. Hi-Octane barely gets the lead out.

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.5	2.5	ADJ. Adjustable

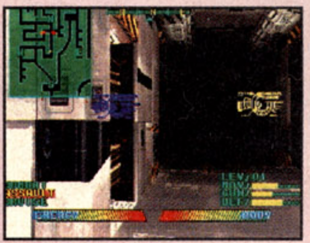
Supercross 3D
Jaguar



In Supercross 3D, you thrash it out with seven racers over steep jumps and bumps. This dirt-bike action is slow, however, and tricky controls add to the frustration. Although 3D graphics add realism, a strobe-light flicker mars the generic tracks. Schlocky sounds only add to the agony. After doing the math, even shoddy 16-bit racers like Dirt Trax FX beat this one.

Graphics	Sound	Control	FunFactor	Challenge
2.0	1.5	2.5	2.0	ADJ. Adjustable

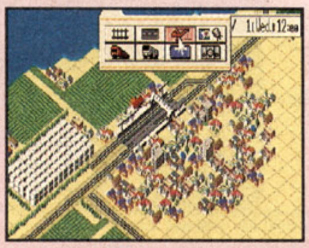
Space Griffon
PlayStation



Earth's premier moon station has fallen silent, and your squad of mech-suited soldiers is sent to find out why. Respectable graphics and sounds fashion convincing sci-fi environments, and your cool mech suit fights viciously. Space Griffon's addictive, intriguing combination of mech combat and strategic exploration isn't for everyone, though.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	INT. Intermediate

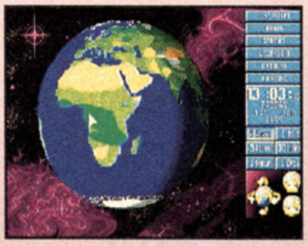
A Train
PlayStation



Although it may be a great tool for budding engineers, A Train just doesn't roll with the same FunFactor of other sim games. The graphics are simple, with two-color plains to construct your railroad on, and the happy-go-lucky music isn't helpful. This game won't appeal to many, so rent it first. For better sim fun, try choo-choo-choosing another title, like Theme Park.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	2.5	ADJ. Adjustable

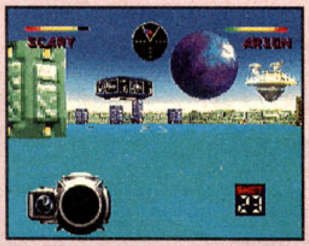
X-Com
PlayStation



You have to be a major sim-freak to like X-Com. It's an interesting and complex game about planet colonizing, but the extensive manuals and one-dimensional music really bore you to alien tears after a while. Still, if you ever wanted to practice your own brand of illegal alien importing, this is a good game to start with.

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	2.5	3.0	ADV. Advanced

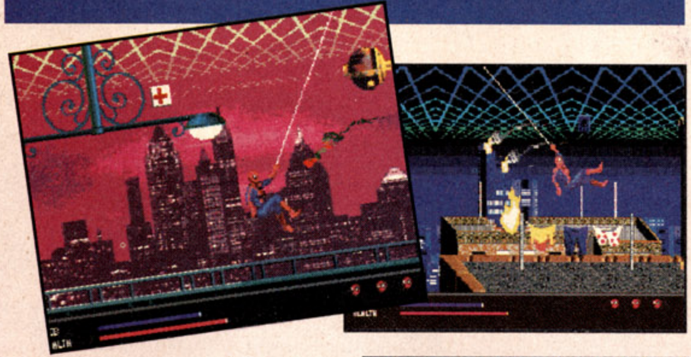
BattleSport
3DO

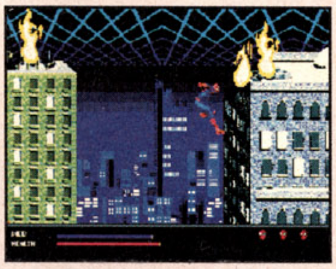


In this futuristic soccer game, you try to shoot the ball into the goal…using souped-up battle tanks! It's fast and fun, but the slippery controls make things a little harder than they need to be. Also, this game uses so many different power-ups in certain stages that thumbing through them could cost you precious seconds. Still, superb sound and great graphics make this a game worth playing.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	4.0	ADV. Advanced

Spider-Man: Web of Fire
32X

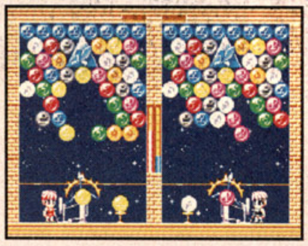




Spidey comes to the beleaguered 32X, this time with ol' Webhead clearing a laser web from the city skies. Web of Fire is decent side-scrollin', web-slingin', thug-punchin' fun, featuring nimble sprites, lots of crawly moves, and fine graphical details. Spider-Man: Web of Fire won't disappoint Marvel fans, though it doesn't raise Spidey to the pantheon of great video game heroes.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	ADJ. Adjustable

Puzzle De Pon
Neo•Geo



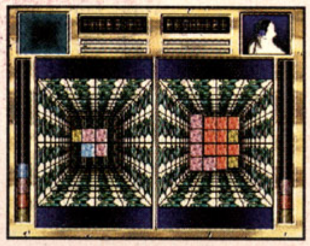
In Puzzle De Pon, as in Bust-A-Move, you must match like-colored balls to clear rows.

The game really shines with intense competition in the two-player, head-to-head mode.

The game's graphics, sounds, and controls are well done, making Puzzle De Pon a must-have for puzzle fans.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	ADJ. Adjustable

Geom Cube
PlayStation



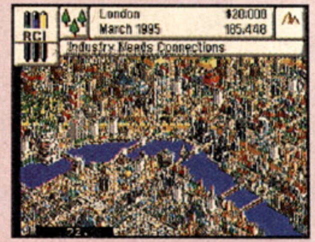
Tetris fans will go ballistic with joy for Geom Cube.

Basically, this game is Tetris from an overhead view. The action gets fast and furious, so be prepared to spend time getting used to the skewed perspective.

The graphics are simple, but effective. The sound will definitely annoy you, but overall this game's a winner.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.5	ADJ. Adjustable

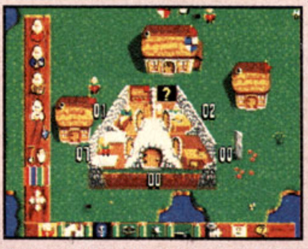
Sim City 2000
Saturn



More Sim fun, this time with an expanded menu and futuristic outlook. The expanded menu, however, means more detailed gameplay, which bogs Sim City 2000 down a little, especially if you enjoyed the fun of Theme Park. Still, fans of the City series will enjoy this latest incarnation. If you have a head for population control, Sim City is fun no matter what century it's in.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADV. Advanced

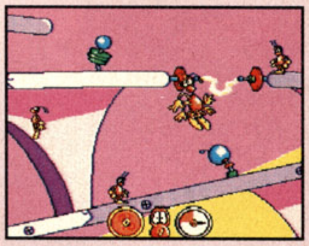
Baldies
Jaguar CD



Five multilevel worlds present imaginative inventions and enemies in this Jag sim. Detailed domiciles, varied terrains, and personable characters make up the proficient graphics. The sound consists of repetitive music and sparse gameplay noises, but the control is simple and effective, making Baldies a great sim for beginners. Playing God has never been so easy.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	BEG. Beginner

Frantic Flea
Super NES

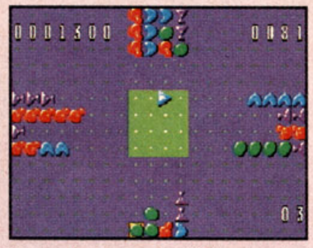


Frantic Flea puts another nail in the Super NES coffin with uninteresting gameplay, horrible cartoon-like graphics, obnoxious and monotonous music, and annoying, imprecise controls. Basically all you do in this game is run around and collect your little flea buddies.

Frantic Flea is as uninteresting as it sounds. Better call the exterminator.

Graphics	Sound	Control	FunFactor	Challenge
2.0	1.5	3.0	2.0	ADJ. Adjustable

Zoop
Jaguar

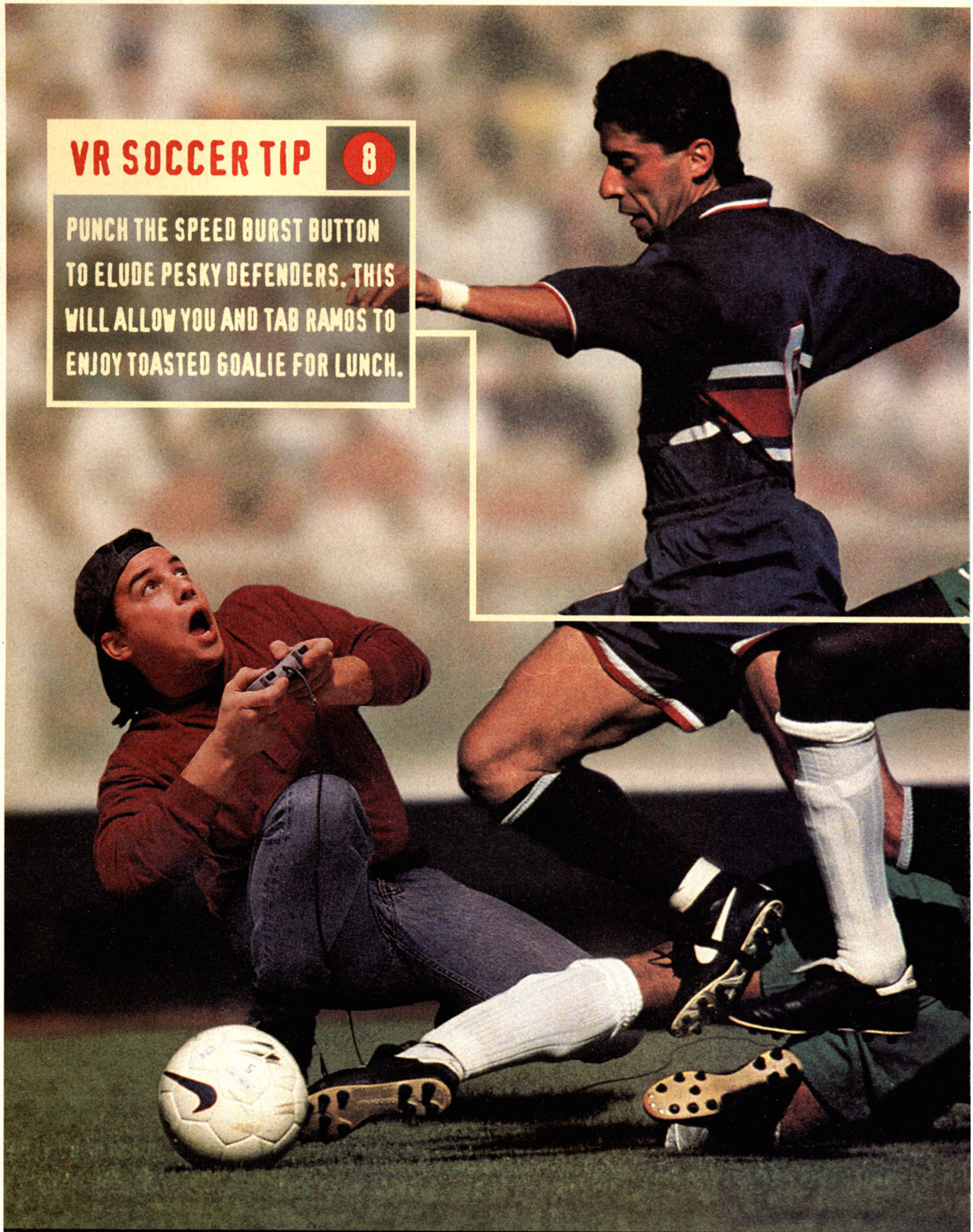


If you had a taste of Zoop soup on the other systems, you'll know everything about the Jag version.

The gameplay is basic: Move and shoot approaching shapes. Colorful graphics, typical ping and zap sound effects, and simple controls make this one of the most playable puzzlers of the year.

A classic? No. Addictive? Yes.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.5	INT. Intermediate



VR SOCCER TIP 8

PUNCH THE SPEED BURST BUTTON TO ELUDE PESKY DEFENDERS. THIS WILL ALLOW YOU AND TAB RAMOS TO ENJOY TOASTED GOALIE FOR LUNCH.

KIDS TO ADULTS K-A AGES 6+

For more VR Soccer Tips and free demo, visit our web site at http://www.vrsports.com

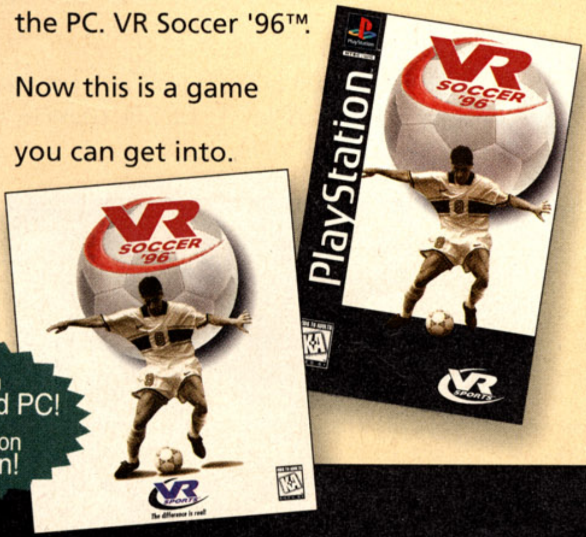
Or, purchase a PC CD-ROM interactive preview at a participating retailer near you.

INTRODUCING VR SOCCER '96™

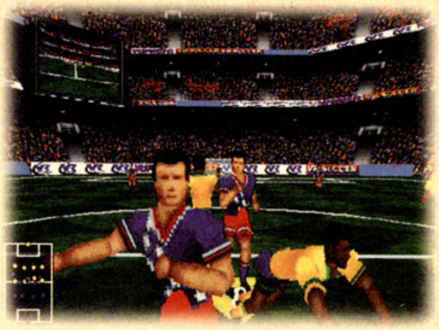
Where the bicycle kicks, the yellow cards and even the burnt goalies are for real.

VR
SOCCER
'96

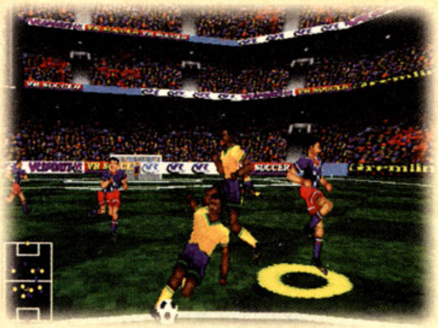
It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. *Video Games* magazine calls VR Soccer '96™ **"The best 32-bit soccer game..."** With smooth, fast camera action, it's the only soccer game you can play from anywhere and everywhere on the field. You can select from 44 international teams and play virtually any position. Plus, up to four players can play on one system with a network option for up to twenty players on the PC. VR Soccer '96™. Now this is a game you can get into.



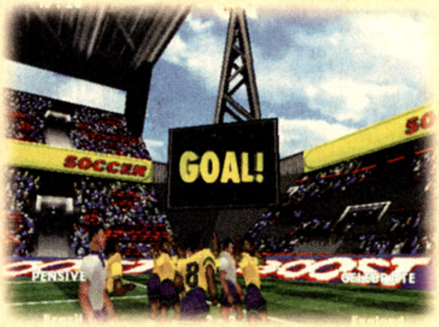
Available on PlayStation and PC!
Coming soon on Sega Saturn!



Virtual FieldVision™ allows you to play in real time from any camera perspective, including first person.



Interactive motion capture means you get real-time player movement with ultimate player control.



Realistic polygon-based figures that look and play like the world's best, because they are.

VR SPORTS™

THE DIFFERENCE IS REAL.™

CD ROM
DOS VERSION
PlayStation
Gremlin

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SPORTS PAGES

FIFA Soccer '96

By Tommy Glide

Saturn

FIFA finally brings all its fancy footwork to the Saturn. If you're a sucker for soccer, the real deal is here.

Sink or Sim

FIFA suits up with 12 international leagues and all the real teams and players. Multiple views enable you to get close to the action, though passing is still more effective with the traditional overhead view.

Unlike the simplistic, arcade-style action of Sega's WorldWide Soccer, FIFA offers deep controls. Gritty defensive tackling is a necessity when playing fullback, and if you're ever going to score, good passing and dribbling are critical.

Goalin' Thunder

Graphically, the colors pop with a vibrancy not seen in the PlayStation version, and the sprites appear bigger. However, the FIFA characters on the Saturn aren't as crisp and the scrolling isn't quite as smooth.

The sound effects, like the crunch of a slide-tackle, are right on. Good crowd chants, decent commentary, and music round out the solid audio.

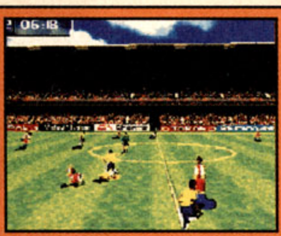
FIFA puts all the strategy and intensity of the world's leading international sport at your fingertips. If you're looking for a realistic soccer challenge on the Saturn, prepare to be knocked on your grass. ■

FIFA Soccer '96 by EA Sports

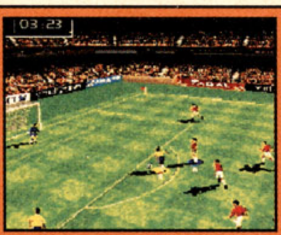
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADJ. Adjustable

$64.95	12 international leagues
CD	Multiple views
Available now	4 save slots
Soccer	ESRB rating: Kids to Adults
8 players	

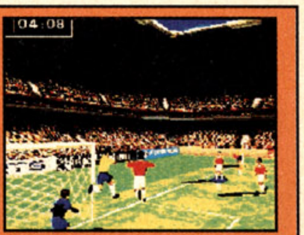
FIFA '96 Tips



PROTIP: When confronted head-on by a defender, simultaneously press B and C to spin around him.



PROTIP: Turn on the numbers options, then set up shots with your team's star player.



PROTIP: On a corner kick, set your marker inside the far goal post. Press A to kick a lob, and then C to try to head it in.

NFL Quarterback Club '96

By Johnny Ballgame

Saturn

QB Club '96 has so many careless errors that its creators appear unfamiliar with football. Saturn owners can only pray for better games – QB Club '96 is strictly for amateurs.

Young and the Restless

Did we say errors? The introduction shows Steve Young throwing righthanded. Plays designed to run with the halfback use the fullback. The offensive linemen are spaced too far apart, leaving a huge hole for the defense. The running backs line up three yards behind the QB in the shotgun formation. Such foolish mistakes only irritate hardcore fans.

These oversights aside, QB Club does offer many solid features, including a strong lineup of gameplay modes and the ability to switch QBs between teams. Every NFL team is available, but player control is jerky, and some passing plays offer more slowdown than completions.

The player and field graphics are impressive, but the lack of numbers on the players' jerseys is a major flaw. Player celebrations are slow, and dances like the cabbage patch are outdated. Soundwise, the theme music is catchy, but the plays are filled with so many screams that you'll think you're playing Mutant League Football.

Talk'n Trash

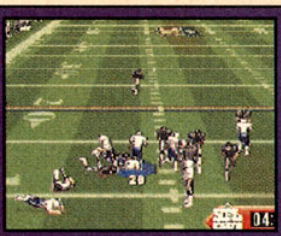
Although the gameplay is decent, QB Club's numerous mistakes make it a bigger loser than the Jets. So far, NFL GameDay is the only game in town for 32-bit football fiends. ■

NFL Quarterback Club '96 by Acclaim

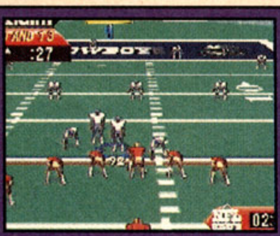
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.0	ADJ. Adjustable

$57.99	Multiple views
CD	Save feature
Available now	ESRB rating: Kids to Adults
Football	
12 players	

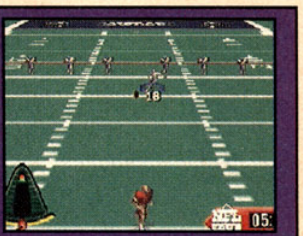
QB Club '96 Tips



PROTIP: If you run the ball successfully, you control not only the clock but the game.



PROTIP: Move a defensive lineman or linebacker into the gaps between the offensive linemen for a clean shot at the QB.



PROTIP: The kick meter only goes up once, so react quickly, or you'll give your opponent good field position.

Hang On GP

By Air Hendrix

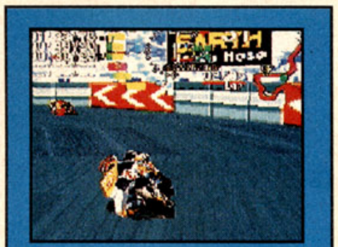
Saturn

You'll ditch this bike in disgust after a few minutes of coping with Hang On's erratic control and sluggish gameplay.

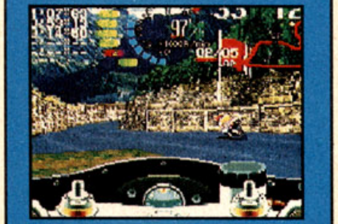
Initially, this motorcycle race sounds enticing: Choose from 10 bikes to race on 6 tracks against 20 opponents. But the twitchy steering will drive you batty, and the lack of two-player action means you play the wimpy A.I.

The graphics and sounds offer little help. Despite some improvements over the arcade version, boring tracks and stiffly moving racers inject little excitement. Likewise, the droning sounds give you a headache.

Stick with Sega Rally or Daytona for Saturn racing thrills. This ride isn't worth the price of admission. ■



PROTIP: On tight turns, lean in as you approach, nail the brake until you skid, then punch the gas to pull through.



PROTIP: Don't stray off the pavement.

Hang On GP by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	2.0	2.0	ADJ. Adjustable

$49.99
CD
Available now
Motorcycle racing
1 player

6 tracks
Multiple views
ESRB rating: Kids to Adults

PGA Tour '96

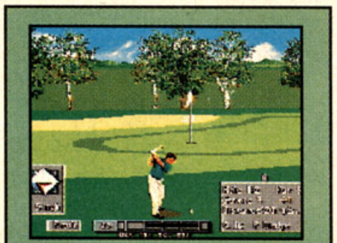
By Air Hendrix

Super NES

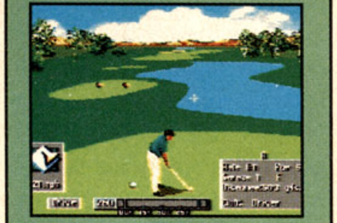
The top Genesis golf series has finally teed off on the SNES. T•HQ selected the strong elements from the old Genesis games to concoct this fairly enjoyable SNES version, but sharp features like backspin and 3D terrain are absent. Many basics are still here, though: ten pros, eight courses, and a fairly responsive version of PGA III's power meter.

Despite the irritatingly slow screen redraw, the graphics sport nicely detailed backgrounds and fluid sprite movements. The vanilla music and infrequent effects score a bogey, though.

Patient gamers will find a good round of golf despite these flaws. While it doesn't top Genesis PGA III, this first SNES outing gets the job done better than its lame Genesis counterpart. ■



PROTIP: Always underpower pitches by about 5 percent to compensate for the long roll.



PROTIP: Adjust your aim to compensate for winds faster than 10 mph.

PGA Tour '96 by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.5	3.5	INT. Intermediate

$74.95
16 megs
Available now
Golf
4 players

8 courses
Behind-the-golfer view
Battery backup
ESRB rating: Kids to Adults

Fever Pitch Soccer

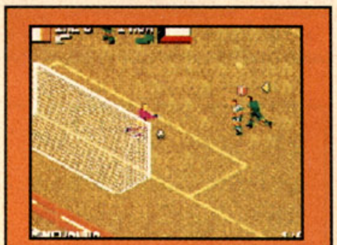
Jaguar

By Greasy Gus

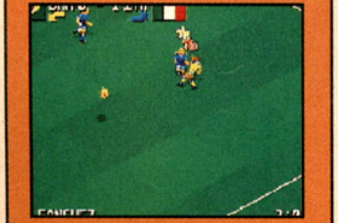
What happened to Jaguar sports games? Well, the Jag has one now: Fever Pitch Soccer is just a 16-bit soccer port, but it's still fun.

Fever Pitch is identical to Head-On Soccer for the SNES. A tough, fast-paced, arcade-style soccer game, Fever Pitch delivers 51 international teams in Tournament and Exhibition matches. In Tournament mode, winning earns your team "Star Players," who enhance the gameplay with special shots and tricky footwork.

The graphics and sounds are average. The game plays fast and smooth, but don't expect any next-gen system enhancements – this is a solid 16-bit audio and visual experience. If you can live with a good 16-bit game for your cartridge-poor Jaguar, Fever Pitch is a simple but addicting kick. ■



PROTIP: Quick passing is the key to setting up shots.



PROTIP: When playing as Brazil, feed the ball to your star player (#10) for a blazing shot at the net.

Fever Pitch Soccer by Atari

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	4.0	INT. Intermediate

$59.99
2 megs
Available now
Soccer
2 players
51 teams

¾-overhead view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

World Cup Golf

By Air Hendrix

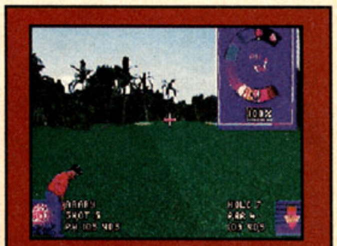
Saturn

Feeble graphics and controls strand this game in the bunker. Despite a vast selection of modes, World Cup offers only one-player action on one course, which won't interest anyone for long.

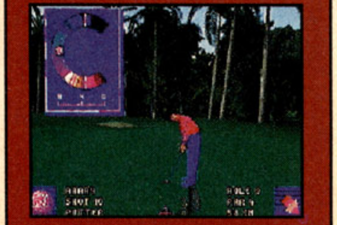
Even worse, the unwieldy drives and fairway shots are so unnecessarily complex that you'll stomp your controller to pieces. On the flip side, the pathetically simple putting poses less challenge than miniature golf.

Although the palm-lined courses sport realistic detail, an odd blue tint destroys the nice sprite animations. Decent tunes and commentary help a little, but the ball sounds lack convincing depth.

These flaws add up to gameplay that scarcely resembles golf. Stick with Pebble Beach for solid Saturn tee time. ■



PROTIP: When planning pitches, overshoot a few yards to land in the right spot.



PROTIP: You don't have to aim to sink putts, so just correctly peg the distance.

World Cup Golf by U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	2.0	2.0	INT. Intermediate

$59.99
CD
Available now
Golf
1 player

1 course
Behind-the-golfer view
ESRB rating: Kids to Adults

College Slam

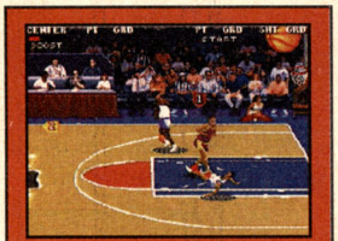
By Greasy Gus

Super NES

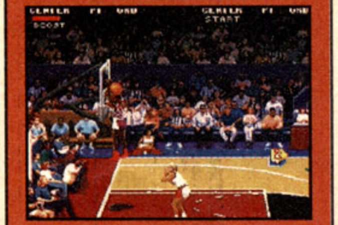
You don't need good S.A.T. scores to figure out where College Slam came from. It's a nearly identical rip-off of NBA Jam.

College Slam is two-on-two basketball with the same view; the same three-button gameplay (pass, shoot, and boost); the same dunks, animations, and sound effects; and the same on-fire feature from Jam. The only noticeable new features are an ultra-turbo run, four selectable speeds of play, and player substitutions.

While it's as fast and furious as Jam, Slam's anonymous players don't bring home the star quality of the NBA. All you're really getting is the same arcade-style game with NCAA-licensed logos. If you're not a Division 1 college-ball hog, skip Slam entirely and go pro. ■



PROTIP: Call time out and substitute your players between each half.



PROTIP: When substituting, always keep your center or power forward

College Slam by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	ADJ. Adjustable

$74.95
24 megs
Available now
2-on-2 basketball
4 players
44 college teams

Side view
Side scrolling
Battery backup
ESRB rating: Kids to Adults

College Slam

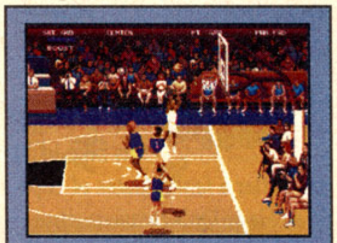
By Johnny Ballgame

Genesis

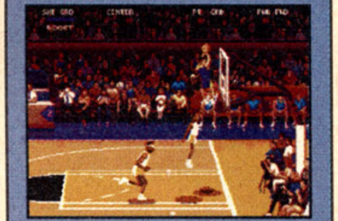
College Slam? More like College Sham. Although the game plays well, it's nothing but NBA Jam in a new package. Slam offers two-on-two action with 44 college teams. The game features "boost" instead of "turbo," as well as "fire" when your player makes three consecutive baskets. Sound familiar?

SNES owners received a much cleaner graphical version of Slam, and it's even more disappointing to see the exact same dunks, passes, and knockdowns that appeared in NBA Jam. Even the sound bites are reminiscent of Jam, with the announcer saying "From off-campus!"

If Jam is your favorite game and you love college basketball, Slam's a match made in heaven. If you already own Jam, though, there's no need to buy the same game twice. ■



PROTIP: If you're double-teamed while driving toward the hoop, pass the ball out and shoot a three.



PROTIP: Pick a team and stick with it to learn its sweet spots.

College Slam by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.5	INT. Intermediate

$69.95
32 megs
Available now
2-on-2 basketball
4 players

Side view
Battery backup
ESRB rating: Kids to Adults

SPORTS INSIDER PREVIEWS

Slam 'N Jam '96 Featuring Magic & Kareem

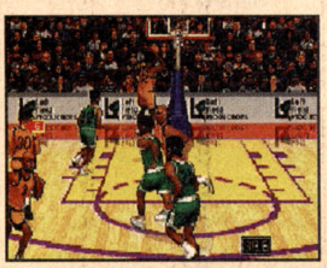
HANDS-ON

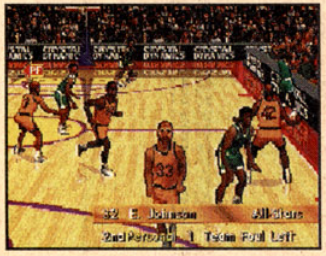
PlayStation **Saturn**

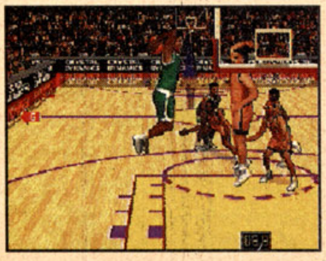
Although Slam 'N Jam lacks real NBA teams and players, it makes up for that shortcoming with solid five-on-five gameplay that's apparent even in this early version. Best of all, you can play as Magic and Kareem on their All-Stars team, serving up their trademark sweet passes and skyhooks as you trample your opponents. Blazing speed, commentary by Van Earl Wright, comprehensive pro moves and strategies, and large, clean sprites round out what's shaping up to be a 32-bit hoops star.—*Air Hendrix*

Developed by Left Field Productions
Published by Crystal Dynamics
Available Spring '96

80% COMPLETE







Showtime!

Just before Magic rejoined the Lakers, *GamePro* caught up with the famous duo before a game at the L.A. Forum, where Crystal Dynamics presented one-year scholarships to the pair's respective alma maters in compensation for appearing in the Slam 'N Jam.

GamePro: *What video games do you guys get into?*

Kareem: I've never played any in my life.

Magic: I'm like Kareem. My son Andre plays, though, so I asked him what he would like to see. He talked about the size of the players, so Crystal Dynamics made them bigger. Of course, he kills me when we play!

GamePro: *What drew you to this game?*

Magic: Being with Kareem, number one. They captured everything about basketball, too. Main thing, it's a great game that shows the realism of basketball.

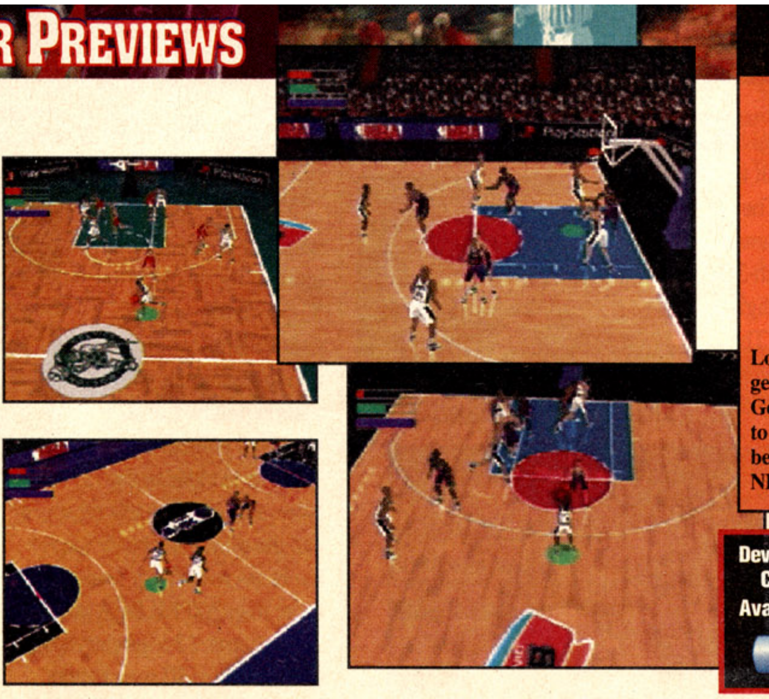
Kareem: Yeah, you can even shoot skyhooks, but they're not as accurate as mine!

SPORTS INSIDER PREVIEWS

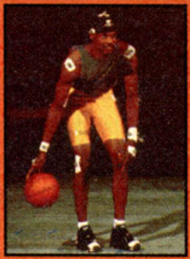
NBA Shoot Out

PlayStation

Based on Total NBA '96, which is due out this year in England, NBA Shoot Out drives the lane in the U.S. with better dunking animations and enhanced gameplay. Look for all 29 NBA teams, fully polygonal players in a 3D environment, player trades, big dunks, and eight-player simultaneous action (using two multitaps). If you want a realistic A.I, set your picks and call your plays in Exhibition, Full Season, Playoffs, or Finals mode.—*Tommy Glide*



Latrell Jams



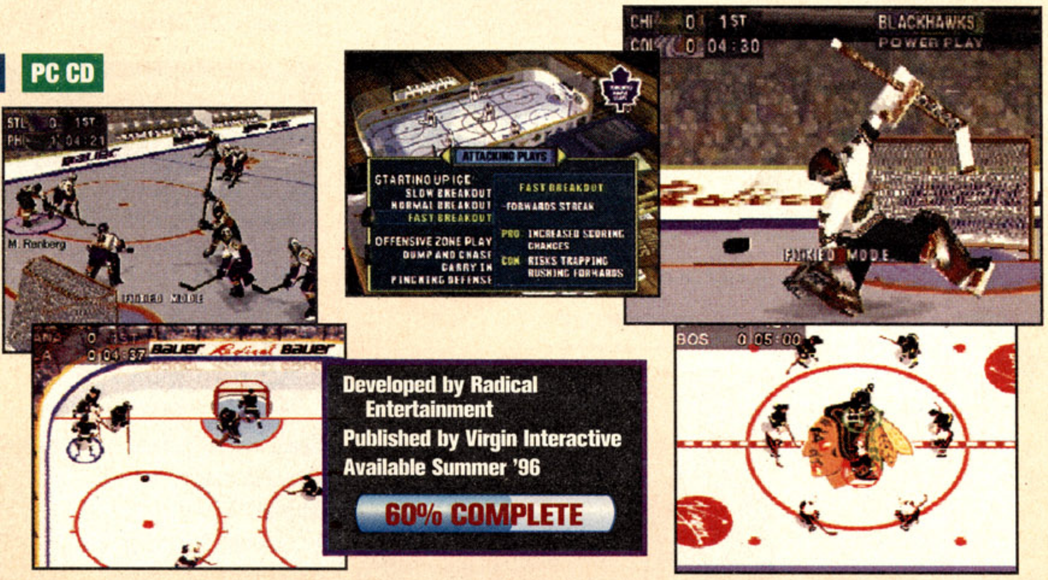
Loaded with motion-capture gear, Latrell Sprewell of the Golden State Warriors prepares to dunk so his movements can be used to create graphics for NBA Shoot Out.

Developed and published by Sony Computer Entertainment
Available April
70% COMPLETE

NHL Powerplay '96

PlayStation **Saturn** **PC CD**

Virgin breaks across the blue line with NHL Powerplay '96. While the sprites appear tame on the PC, the rendered 3D players pop from the screen on the Saturn and PlayStation, looking like it could be the best 32-bit sports product yet. The game goes beyond the NHL and NHLPA license, featuring international teams from around the world. The hot A.I. adjusts to power-play situations, and just like real pro hockey, this game is fast and physical.—*Tommy Glide*

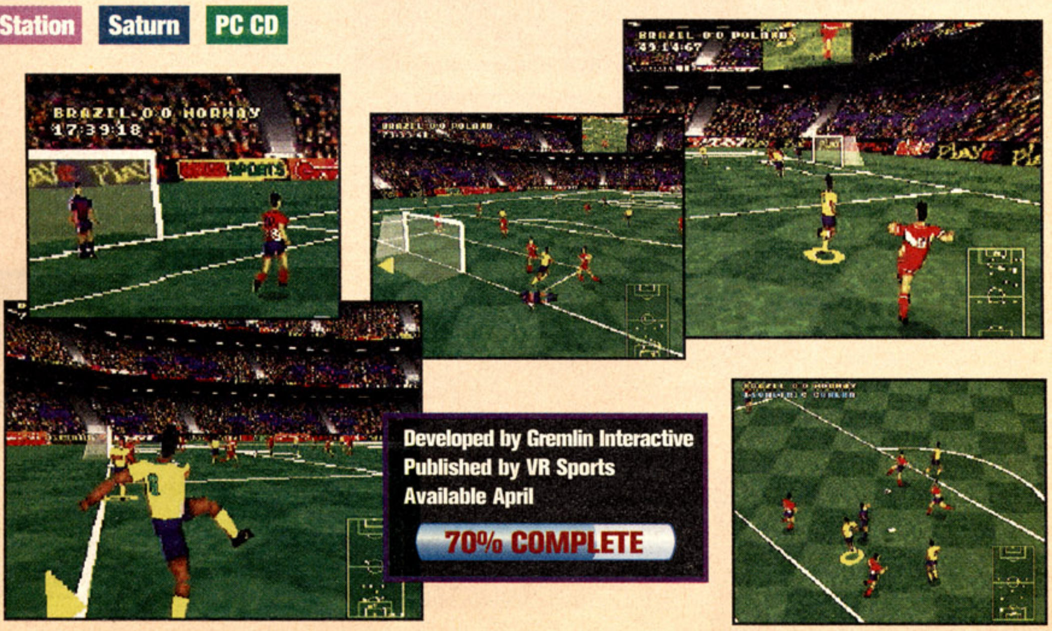

CHI 0 1ST
COL 0 04:30
BLACKHAWKS POWER PLAY
ATTACKING PLAYS
STARTING UP ICE
SLOW BREAKOUT
NORMAL BREAKOUT
FAST BREAKOUT
OFFENSIVE ZONE PLAY
DUMP AND CHASE
CARRY IN
PINCHING DEFENSE
FAST BREAKOUT
FORWARDS STREAK
PRO INCREASED SCORING CHANCES
CON RISKS TRAPPING RUSHING FORWARDS
FIXED MODE
BOS 0 05:00

Developed by Radical Entertainment
Published by Virgin Interactive
Available Summer '96
60% COMPLETE

VR Soccer '96

PlayStation **Saturn** **PC CD**

Even in this preview version, VR Soccer sports the kind of crisp, in-depth gameplay that paved FIFA's path to fame, though soccer buffs might miss FIFA's strong strategic side. The standard features are all here, however: Choose from 43 international teams for arcade or sim action with the usual lineup of modes and moves. Thunderous crowd chants are accompanied by impressive 3D graphics. Although the sprites run toward the small side, they move with eye-catching realism.
—*Air Hendrix*

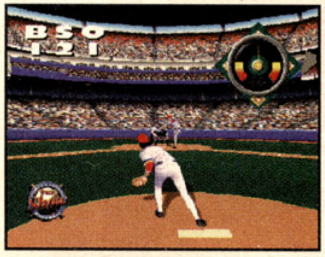

BRAZIL 0-0 NORWAY
17:39:18
BRAZIL 0-0 POLAND
45:14:67

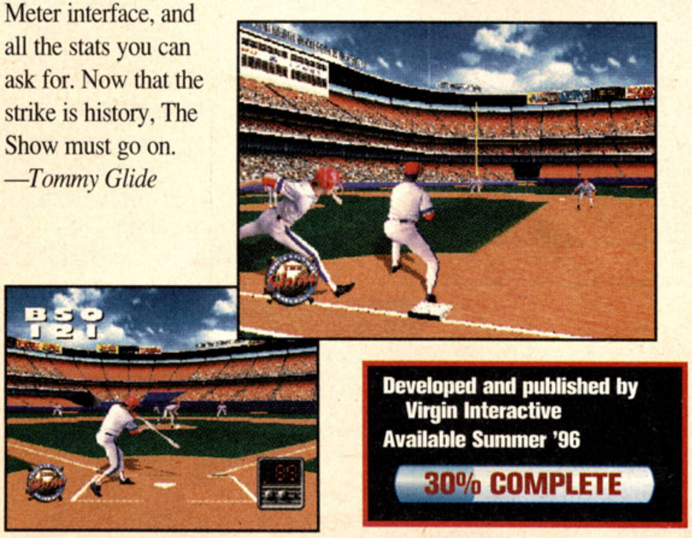
Developed by Gremlin Interactive
Published by VR Sports
Available April
70% COMPLETE

The Show

PlayStation Saturn PC CD

Take yourself out to the ballpark in The Show. The Major League teams have never looked so hot with 3D photorealistic stadiums and digitized live-action ballplayers. The Show features a hot new level of artificial intelligence, a new Pitch Meter interface, and all the stats you can ask for. Now that the strike is history, The Show must go on. *—Tommy Glide*



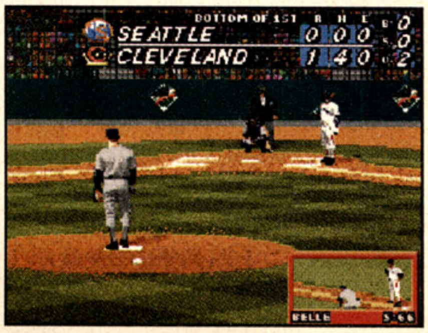


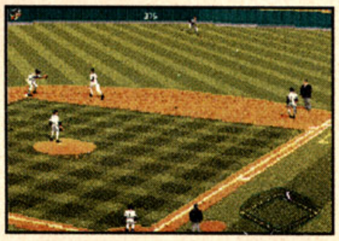
Developed and published by Virgin Interactive
Available Summer '96
30% COMPLETE

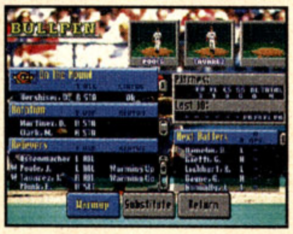
HardBall 5

PlayStation PC CD

HardBall, a 16-bit standard, is also in spring training for this year's 32-bit season with its fifth installment. In addition to zippy new PlayStation graphics, this HardBall pulls the perspective in close to the plate, and Al Michaels returns to call the plays. Accolade loaded the bases with sharp features, too: more than 800 MLBPA players, 28 stadiums, 12 legendary teams and stadiums, 40-man rosters, drafts, trades, and minor leagues.*—Air Hendrix*





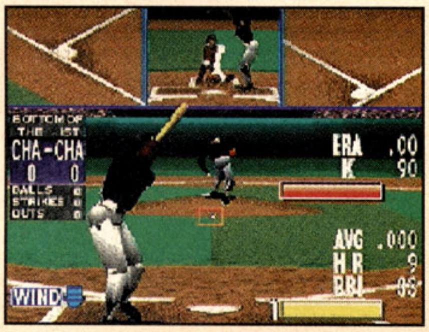


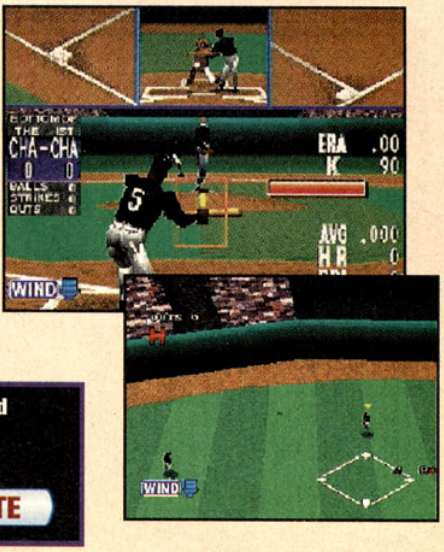
Developed by Mindspan
Published by Sport Accolade
Available March
50% COMPLETE

Bottom of the 9th

PlayStation

Konami steps up to the PlayStation plate with a baseball title much like its other sports games. Bottom of the 9th has a respectable set of standard features and modes, and the action goes down in a raucous, arcade-style pace. The unique multiview window takes some getting used to, but works great with practice. At this early point in development, the Virtua Fighter–style polygonal graphics won't dazzle you, but there's plenty of room for tuning.*—Air Hendrix*



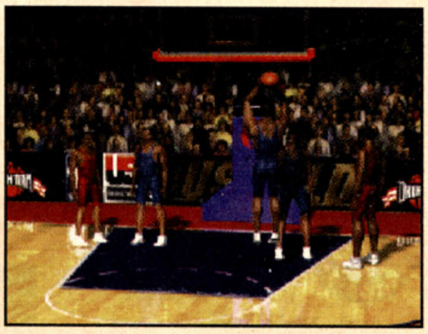


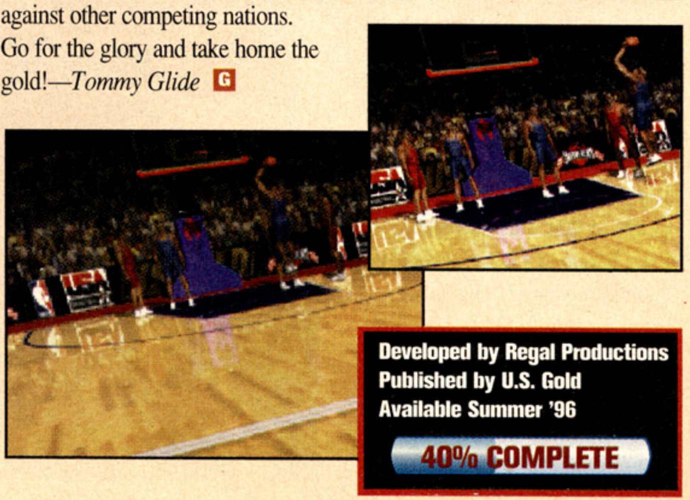
Developed and published by Konami
Available April
50% COMPLETE

Dream Team '96

PlayStation Saturn 3DO PC CD

Ready to hit the court with Hakeem, Shaq, Scottie Pippen, David Robinson, and Karl Malone? You'd better be, because the Dream Team drives full court against more than 30 teams in the Olympic Tournament and Exhibition modes. This four-player-simultaneous sim puts you on the floor against other competing nations. Go for the glory and take home the gold!*—Tommy Glide* G





Developed by Regal Productions
Published by U.S. Gold
Available Summer '96
40% COMPLETE

WIN! HOT PRIZES

The 1-2-3 Go-mobile Contest could put *YOU* in one of these 3 seats!

1. DINGO IX. The off-the-road karter's kart! New 9 HP engine. Electric start, overhead valve design, balanced crank shaft for smooth operation, a large 6.4 quart fuel tank, big 22" ATV rear tires. Custom graphics, padded brush bars! *One cool machine!*

First prize.

2. DINGO®. Torque converter drive, 5 HP engine, ultra-responsive disc brake. Ackerman steering, spring suspension on front wheels to take the bumps, high flotation rear tires for off-road greatness! *Hot fun!*

Second prize.

3. *THUNDERBIRD.* 3.5 H.P. engine, big 400 x 8" steel wheels, shocks on front and rear smooth the bumps, remote fuel tank, extra thick foam seat. *Action that won't quit!*

Third prize.

THESE COULD BE YOUR COOL WHEELS

Treasure Cove Corporation
the premium prize company

GAME RULES: Under the puzzle, you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry, you will find a word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled squares. The word clue letter can only be used on the line next to it. All words in the list are not used. You may photocopy this puzzle and coupon for your friends to enter.

WHAT YOU CAN EXPECT: After this entry you will receive one elimination game at $4.00. The tie breaker will be $2.00. Subsequent tie breakers will be free. Tie breakers will be played until only one person remains. The puzzles will increase in difficulty each time.

○			L		____	WORD
	○		C		____	
		○	A		____	CLUE
O	C	E	A	N	A	
			U	○	____	

daily
totum
~~ocean~~
creek
arbor
dance
prism
breed
dairy
sealed
totem
venue
wreck
ahead
melt
green

WORD CLUE:
What one does while asleep.

All Entrees must be Postmarked by 5-31-96.

Yes. Enter my puzzle in the 1-2-3 Go-mobile Contest!
Here is my $4.00 Entry fee.

Send cash, check, or money order - U.S.Currency Only (no coins) to:

TC
Treasure Cove Corporation
P.O. Box 310 - Dept. GPR002
McHenry, IL 60051-0310

Name:______________________ Age:________
(Please Print Legibly)
Address:______________________

City:______________ State:______________ Zip Code:______________

VOID WHERE PROHIBITED BY LAW. Employees and families of Treasure Cove Corp. are ineligible to play. Sponsor of contest responsible only to the limits of entry fee on disputes. Decisions of judges are final. Manufacturers of prizes and the publisher of this magazine are not affiliated with this contest. A "release of liability" form must be signed to accept prizes in this game. Winners under legal age must have parental signature. For a copy of the general rules, please send a self-addressed, stamped envelope to" RULES", P.O. Box 310, McHenry, IL 60051-0310. Dingo® is the registered trademark of Manco Products, Inc. You may photocopy this puzzle and coupon for additional entries.

Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · April '96

DeathKeep

3DO

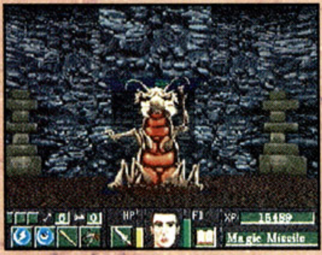
By The Game Elf

Death Keep not only has an official D&D license, it also has all the makings of a winner. An evil necromancer has returned to the world, and you must stop him from resurrecting his long-lost powers.

Death Keep by SSI

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	ADJ. Adjustable

Price not available
CD
Available now
Action/RPG
1 player
25 dungeons
First-person view
Multiscrolling
Save feature
ESRB rating: Teen



PROTIP: Potions of Seeing reveal Ankheg holes. Use them often in the second dungeon.

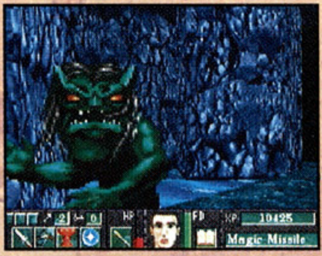
D&D for One

Death Keep promises excitement and delivers. From a first-person Doom-style view, you explore 25 dungeons with 8 levels apiece, filled with puzzles, mazes, and monsters.

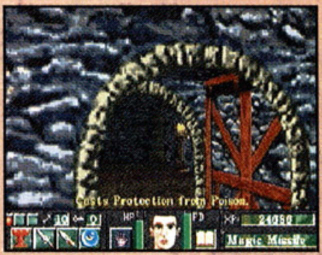
Death Keep's great control is another plus. The accessible menus give you over 30 items and countless spells. Smooth control allows you to navigate close corridors while the up-and-down scrolling increases your line of sight.

Death Warmed Over

The 3D game environment gives you 360-degree motion in rendered levels. The smooth movements, detail, and animation are impressive.



PROTIP: Look around often; a hit from behind is deadly.



PROTIP: Use your Protection Against Poison scrolls before taking an unknown potion. Never rest while poisoned.

In addition to spooky music, Death Keep has screaming monsters that give you unnerving warnings ahead. Clashing swords and strangled cries are also realistic.

With a solid plot and great animation, Death Keep is to die for. ■

King's Field 2

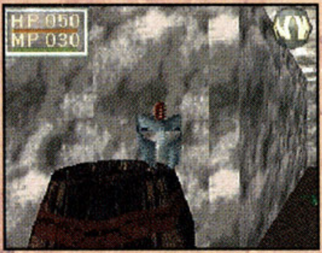
PlayStation

By Sir Scary Larry

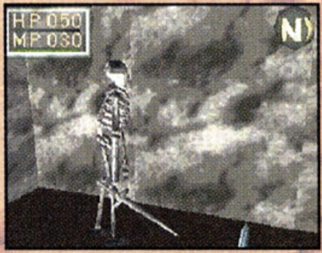
King's Field II is a hapless first-person RPG that's neither as smooth nor as fun as Death Keep for the 3DO. Slow movements, unfair matchups against enemies, and dull gameplay make it tough to cultivate loyalty to King's Field.

King's Ransom

The problems revolve around the FunFactor. Chasing monsters is one thing, but chasing them in slow motion while they speed up to kill you is a different matter.



PROTIP: Look in all the barrels, especially the first one in the caves. You'll find an iron mask.



PROTIP: Attack monsters from the side.

King's Field II by ASCiiWare

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	3.0	ADV. Advanced

Price not available
CD
Available now
RPG
1 player
First-person view
Memory card
ESRB rating: Not yet rated

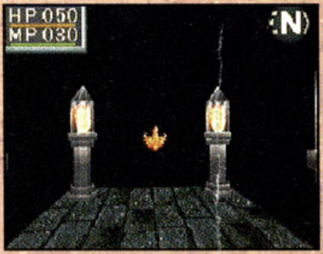
Controlling your adventurer is tough. Sluggish screen movement is exacerbated by a slow-to-charge weapon bar. Enemies glide along and kill you while you're unprepared, which adds to the frustration.

Field of Seams

Graphically, the game's dungeons and monsters look similar throughout every level. There's also plenty of break-up with lots of seams appearing where they shouldn't.

As for sounds, there are eerie effects à la Doom, but for the most part, you'll hear scarier sounds in Michael Jackson's bedroom. Not even the enemies can muster the energy to sonically scare you.

King's Field is definitely a rental. With flaccid gameplay and less-than-fearsome monsters, this adventure takes the long and winding road to the discount barrel. ■



PROTIP: Go out to the fisherman, then turn right and follow the path. Climb the long staircase and grab the fire crystal.

Lucienne's Quest

By Sir Scary Larry

It looks like Mystaria, it plays like Shining Force, but it bores you like a Saturday night with your parents. It's Lucienne's Quest, and it needs help.

Be Our Quest

Featuring the first female-led plot since Lufia, this game has all the trappings of a role-playing game, and the usual accouterments like weapons, magic, and extensive (read here: useless) conversations.

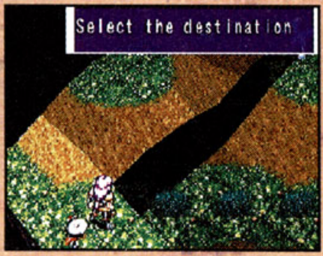
But the jagged graphics and carousel music, along with the weak story line and unimpressive enemies, really grate on you. You'll be more scared when you realize that you actually paid money for this game.

Control is menu-based, and it's effective for the most part. Problems arise during combat, however. It's a grid-mover with a turn-based style of combat. This means you have to line up your characters carefully, and so to use heal spells you have to take a hit first.

Lucienne's Quest
By Panasonic Interactive Media

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	2.5	3.0	2.5	Intermediate

$59.95	¾-overhead view
CD	Save feature
Available March	ESRB rating: Kids to Adults
RPG	
1 player	



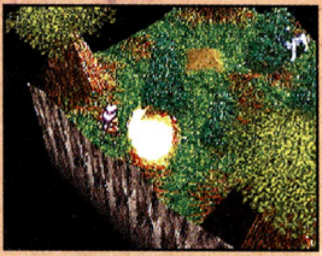
PROTIP: When lining up your characters, remember that trees or bushes in your line of fire will misdirect your attack.

Quest for Hire

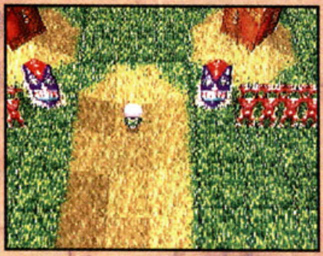
Playing from a ¾-overhead view, the close-up graphics are grainy and move slowly. The enemies look like they were drawn by children, and the spells, though colorful, never get off the ground graphically. Some enemies, like the Dead Creepies, are too hard to spot on the bland backgrounds.

The sounds try for heroic but end up sophomoric. The battle music is awful, and the sound effects are below 3DO standards.

In the quest to make better next-gen games, this one couldn't cut it with a double-edged sword. Lucienne better take her quest back to the drawing board. ■



PROTIP: Use fireballs only on a tough enemy.



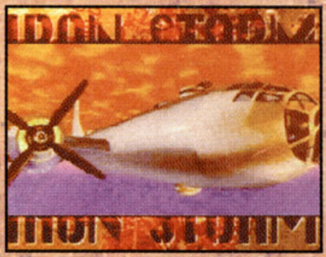
PROTIP: In the town of Babachop (east of Colony), you must prove your might before the elder grants you his favors.

Future Fantasies

A sneak peak at upcoming games for RPG fans!

By Sir Scary Larry

Iron Storm



Historical war sim and strategy buffs who dig re-enacting WW II should enlist Iron Storm for the Saturn. You can control American, German, or Japanese forces in either Scenario or Campaign modes in this rendered 3D strategy game.

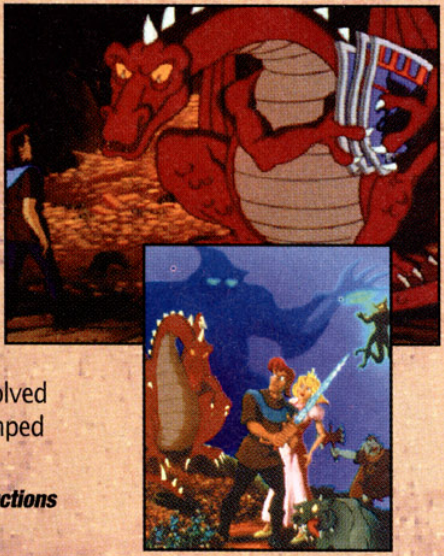
Video intros mixing WW II footage with full-color rendered animations set to a military soundtrack open the disc. Troop movements occur within hexagon-shaped sections on a 2D map, but you view the outcome in a texture-mapped, rendered 3D environment.

By Working Designs
Available First Quarter '96

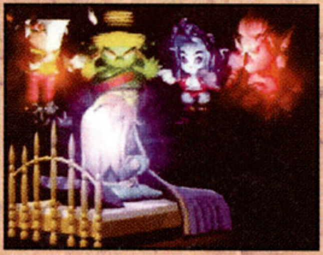
Kingdom II: Shadoan

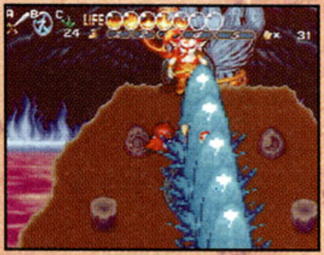
From Rick Dyer, the creative genius behind Space Ace, Dragon's Lair, and Kingdom: The Far Reaches, comes yet another colorful fantasy adventure. Kingdom II features better graphics, more involved gameplay, and a revamped music score.

By Virtual Image Productions
Available April



Shining Wisdom





Working Designs just announced that it will release Shining Wisdom for the Sega Saturn. It's a Zelda-type game that was developed by the prestigious Sonic team in Japan. The early pictures that we saw look great. It would be nice to get a substantive RPG for the Saturn! ■

By Working Designs
Available April

BREATH of FIRE II

The Final Showdown

This is it...the end of the quest! In this third installment, we take you to the three endings and show you how to defeat the final enemies.

By Major Mike

Level Spells

Some spells the characters learn at the following levels:

Your Character

Level 16	Cure 2
Level 19	Smoke

Bleu

Level 36	Fireball
Level 37	Hail
Level 38	Missile
Level 39	Bolt X

Bow

Level 16	Cure 2
Level 20	Renew
Level 23	Heal
Level 26	Def-Up X
Level 30	Cure 4
Level 33	Cure 3
Level 36	Renew

Jean

Level 13	Hush
Level 14	Warp
Level 16	Power Down
Level 18	Cold
Level 20	Idle
Level 30	Angel
Level 32	Death
Level 34	Renew

Katt

Level 13	Hail
Level 15	Bolt X

Nina

Level 12	Exit
Level 13	S. Boom
Level 15	Def-Down
Level 17	Drain
Level 20	Flame
Level 22	Typhoon
Level 24	Freeze
Level 26	Angel
Level 28	Death
Level 31	Hail
Level 36	Bolt X

Rand

Level 09	Thunder
Level 17	Cure 2
Level 24	8.0
Level 27	Renew
Level 31	Heal
Level 35	Cure 3

Spar

Level 14	Def-Up
Level 16	Idle
Level 18	Exit
Level 19	Warp
Level 21	Sap
Level 22	Drain
Level 26	Cure 2
Level 28	Freeze
Level 30	Shield
Level 33	Def-Up X
Level 36	Atk-Up

Sten

Level 15	Flame
Level 33	Fireball

The Right Spells

G.Rider
G.Rider

Certain spells can severely damage or outright kill certain enemies. Here are a few for those tense moments:

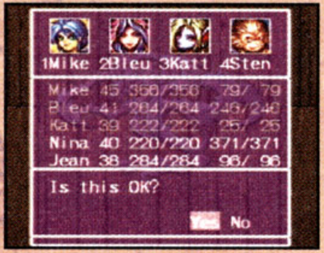
Monster	Spell
G. Rider	Fireball or Angel spell
Humus, Carm	Angel spell
DPaladin, Conch	Death
Dragoon	Bolt X
Magicmas	Missile
Skeleton, Racegude, Ganet	Spells aren't effective; hit only with weapons

Get Pumped Up!

Mike 340 79
Bleu 191 246
Katt 222 26
Nina 220 371
A.Sludge

Obviously, the higher your level, the more powerful you are. A great area to kill monsters and load up on experience points is the small island to the northeast of Capitan. To make things easier, fly to the city of ruins so you can replenish your hit points and change Shaman powers. The island is loaded with gigantic monsters. Remember – once the cave doors have been opened in Gate, Mina can no longer help you travel.

Preparing for the Final Battle



1Mike 2Bleu 3Katt 4Sten

```
Mike 45 356/356  79/ 79
Bleu 41 284/284 246/246
Katt 39 222/222  25/ 25
Nina 40 220/220 371/371
Jean 38 284/284  96/ 96
```

Is this OK?

Yes No

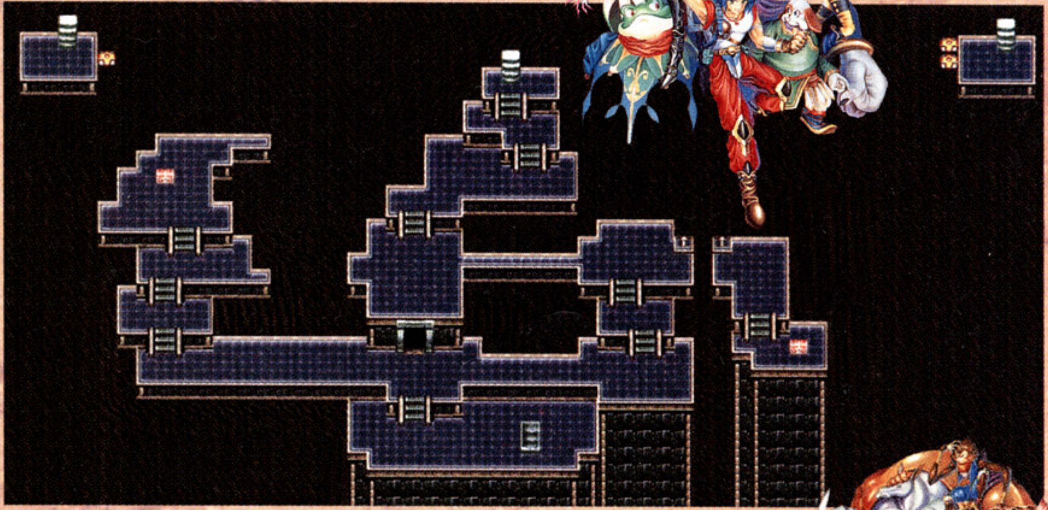
Before entering the cave, go to Tunlan and load up on life and help potions, and grab plenty of W. Fruits. Then return to Ruins, pick your party (take Sten with you for the first part), and go to Gate.

Don't merge Sten with the Fire and Wind Shaman – if you do, he won't be able to stretch his arms across the gaps. If you take Nina, be sure to merge her with the Holy and Wind Shaman – her banish spell comes in handy when things get tough.

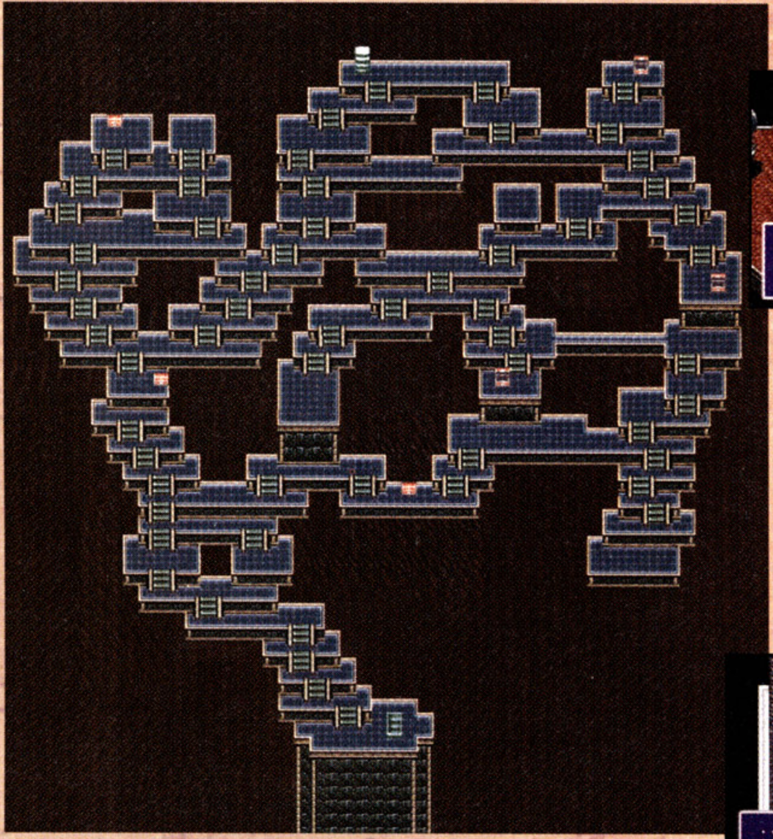
As an aside, when any character is merged with a Shaman, try to keep their hit points above 100. If their HP drop too low, they revert back to normal.

Begin Your Descent

This giant dungeon is divided into two parts. Having Sten with you in the first part enables you to take shortcuts and get certain treasures. Any character merged with a Shaman reverts back to normal when you meet the Wise Men of the Dragon, so choose your party carefully. The map shows you some of the bigger stretches in the first part. They are filled with dead ends that make you travel unnecessary distances (which lead to more battles).



The Second Sublevel: Going after the treasure chests makes you more likely to encounter enemies, but there are some powerful items to be found.



This is the next-to-last stretch before the halfway point – the city of Dologany.

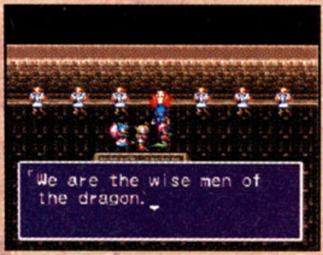
The Halfway Point

This is the dragon town, the home of the dragon clan, Dologany

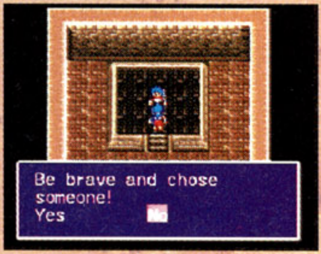
Here you can save your game and buy supplies. There's also a flashback sequence where you control the hero's mother. You'll find a few save points in the caverns ahead, but they're few and far between.

..My instinct as a dragon's maiden in the service suspected

Wise Men of the Dragon


'We are the wise men of the dragon.

After leaving Dologany, enter the room down the stairs and to the right. Here you can obtain the Anfini power – but only after passing the test.

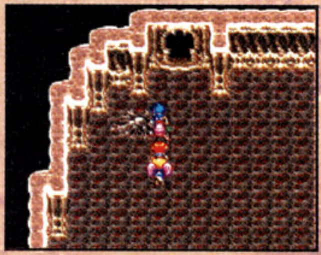

Be brave and chose someone!
Yes

After entering each room and talking to your friends, refuse to choose one to be sacrificed. Then you get the ultimate dragon power – Anfini!

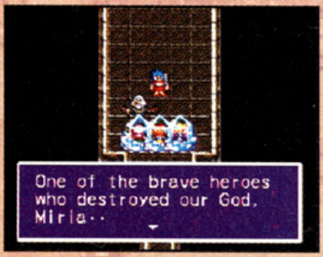
The Lower Depths

Several treasure chests in these small rooms are worth looking for. There are also a couple of water pools where you can restore your strength and magic abilities.

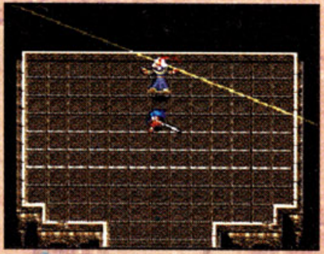
Evan



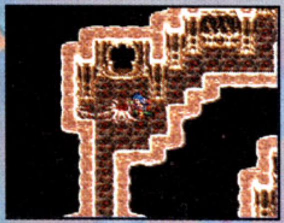
When you exit the cave after fighting Barubary, you find a save statue, a pool of water, and a red teleport switch. Step on the switch, and you teleport to a big, open room. Walk straight up to the cave.


One of the brave heroes who destroyed our God. Miria··

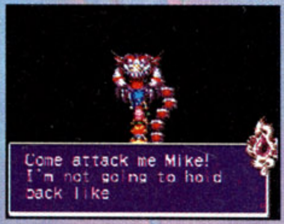
Inside the cave is Evan. To free yourself from your frozen state, roll your thumb on the directional pad. When you chase Evan to the end of the platform, Deathevn appears. After Deathevn's Explode attack, use the Anfini spell, and your friends join you for the final battle.

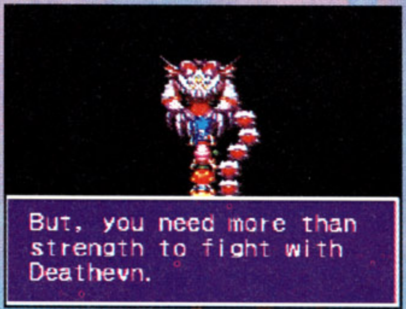


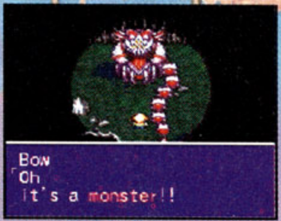
Defeating Barubary



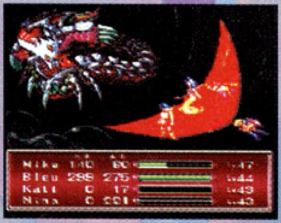
When you enter a room that's completely dark, power-up all the characters in your party. In this cave is Barubary, the toughest monster in the game. Barubary attacks with a Bolt X spell, Fire and Cold Breath, and an annoying fire wave that takes at least 100 hit points off every party member. Keep wearing him down with various offensive spells (except Death and Angel) and hit him with a Gold Dragon attack whenever you can. Be warned, though, the more you damage Barubary, the more powerful he gets.


Come attack me Mike!
I'm not going to hold back like

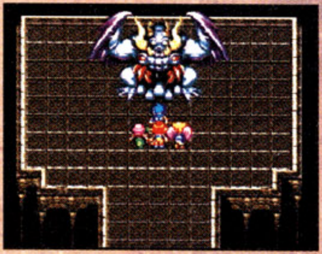

But, you need more than strength to fight with Deathevn.


Bow
'Oh
it's a monster!!

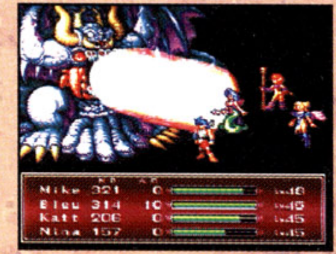
If Bleu is in your party, and you have plenty of Life potions, use Bleu's Shed to restore her health. Then, when Barubary misses an attack, revive your character and feed him W. Fruits until he is powered-up to use the Golden Dragon power. It takes a very long time to defeat Barubary this way, but as a last-ditch tactic, it gets the job done.



Deathevn



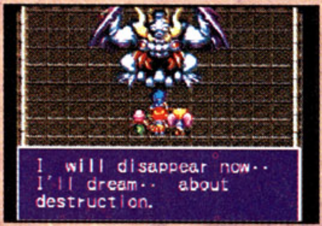
Despite his size, Deathevn isn't that hard to beat. Initially he limits himself to small and single person-to-person attacks, but later he takes away your ability to do certain spells and saps your magic and health points.



His nastiest attacks are his Death spell and a Bone Laser that damages everyone in the

HP AP
Mike 317 60 Lv48
Bleu 314 174 Lv45
Katt 249 0 Lv45

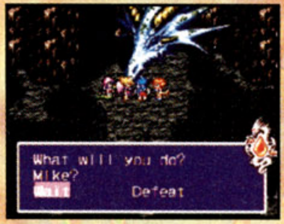
HP AP
Mike 376 84 Lv48
Bleu 314 118 Lv45
Katt 249 0 Lv45


I will disappear now··
I'll dream·· about destruction.

party. While he's easy to fight at first, don't get too confident. A hit from the Bone Laser when your party is in poor shape could mean the end. For attacking, Missile, Fireball, and Bolt X work especially well.

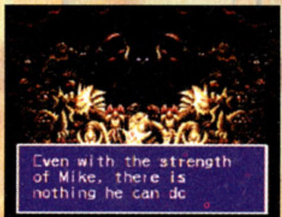
The Endings

The Easiest and Worst



What will you do?
Mike?
Wait Defeat

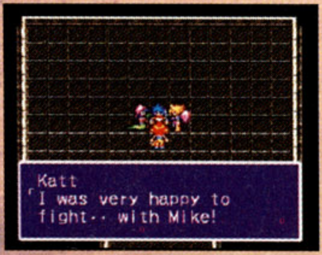
When confronted with the decision to wait for the demon to emerge or to go ahead and defeat it, pick "Wait" for a one-screen ending.



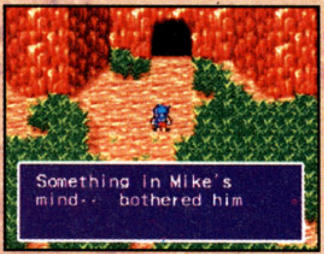
Even with the strength of Mike, there is nothing he can do

After Deathevn

There are two endings after you defeat Deathevn. The difference between the two depends on whether Ganer lives.



Katt
'I was very happy to fight.. with Mike!

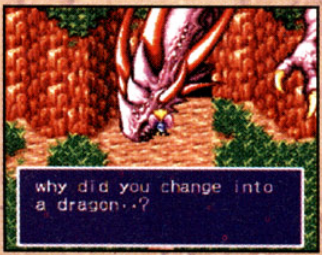


Something in Mike's mind.. bothered him

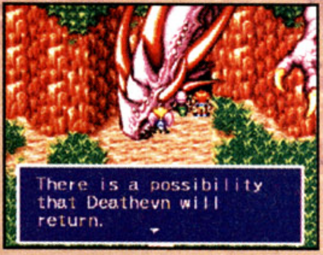
After the battle, the party leaves the cave, but something isn't right – Deathevn isn't dead. He's only temporarily defeated to rise again another day! The only problem is how to keep him inside the cave.

With Ganer Gone

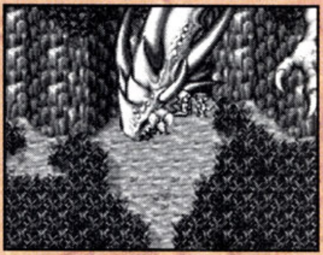
If you destroyed the machine and Ganer hooked to it in Evrai, you get this ending.



why did you change into a dragon..?

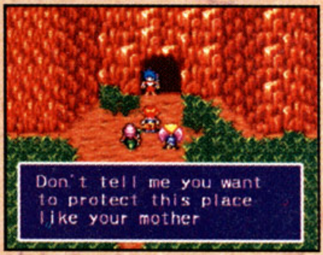


There is a possibility that Deathevn will return.

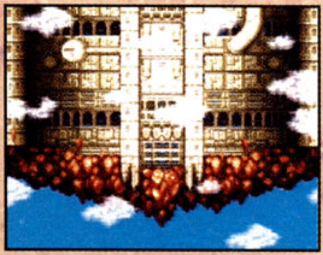


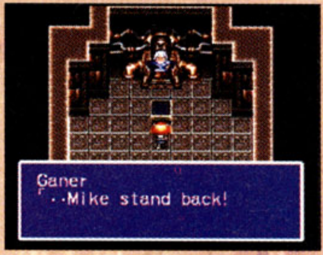
You turn into a dragon and guard the exit the way your mother did years before to keep Deathevn trapped inside the cave.

With Ganer Alive

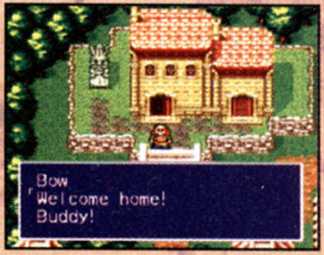


Don't tell me you want to protect this place like your mother





Ganer
'..Mike stand back!



Bow
'Welcome home!
Buddy!

Ganer pilots Ruins over the cave and lands on top of it, covering up the entrance. With Deathevn sealed inside, you return to the village and are greeted by your friends. Let the credits roll! G

Reload for More LOADED!

Are we having fun yet? We gave you the first four levels in February, now here are four more! In this ProStrategy Guide, we take you up through Level 8. Can you defeat F.U.B.?

By Major Mike

Level 5

Main Gate

Objective: Steal car and escape

Level 5 Highlights

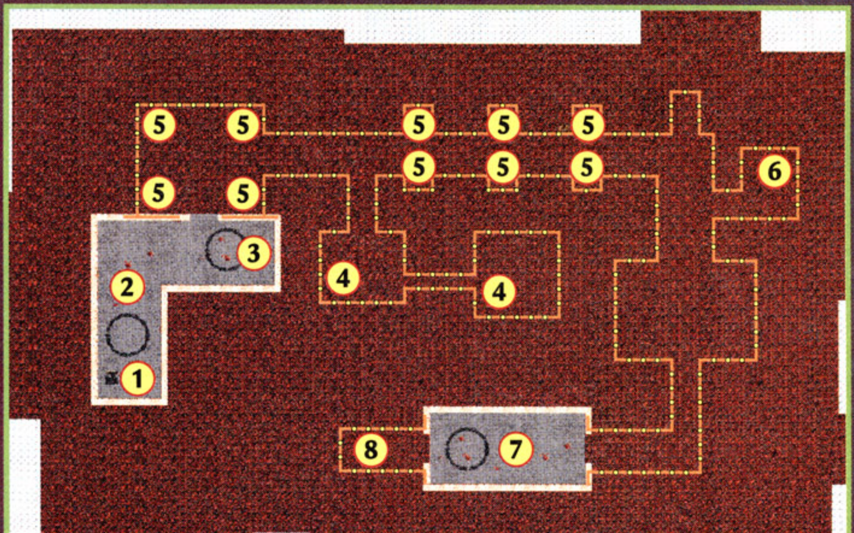
Need a breather? This level is the closest you'll get to one. This is a simple run to the exit – no keycards to collect. Of course, several guards and attack dogs lurk between you and your goal!

When the level starts (1), shoot the boxes around you and grab the power-ups. Then walk up very slowly; seven guards are waiting in a triangular formation (2). If you move slowly enough, you can pick them all off before they fire a shot. Shoot the guards at the extreme edges the moment they're in range and work your way in. A similar group of guards is to the right (3). When you move out of this concrete shelter and into the fenced area, you meet a new menace – guard dogs! These things are like rats, but they move slower. Once they pick up your scent, they won't give up the chase. They're stronger and do more damage than their rodent friends, so never let them surround you. Also, beware of dogs outside the fence – they can get in horizontally.

When you reach the mazelike area of fences, take the first opening going down. You encounter dogs and guards, but you can also collect several items (4), including an extra smart bomb.

You can shoot the guard towers (5), but they don't hold any icons. Move slowly in the open areas so the dogs don't gang up on you. Several icons are stashed in the upper-right corner (6), including health and ammo power-ups. At the end of the fenced area is another concrete shelter (7). There is also a first-aid kit and a flying sentry robot. You can hit the robot only when it lands, but you can also dash past him and finish the level. Don't worry – you meet him again.

At the end of this stage is the shuttle car (8). Get in, and you're off to the next level!

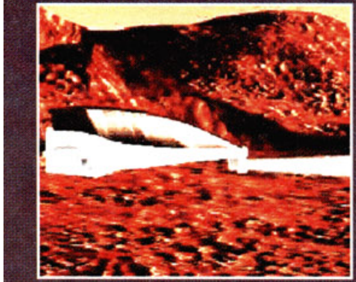


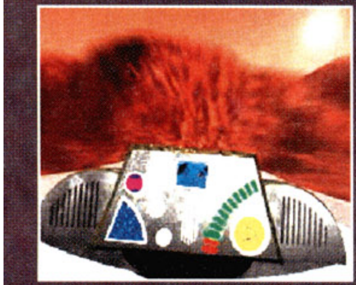
Level 6

Desert

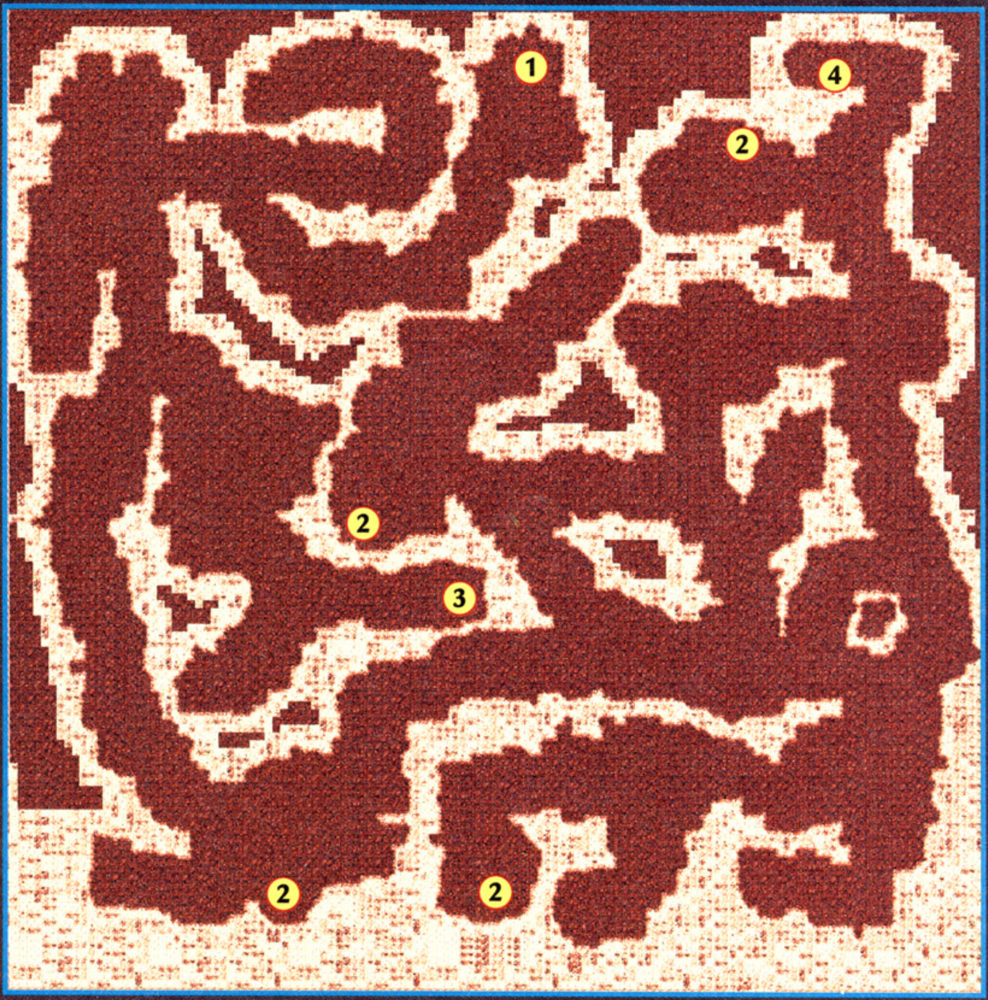
Objective: Find four cans of gas and refuel vehicle

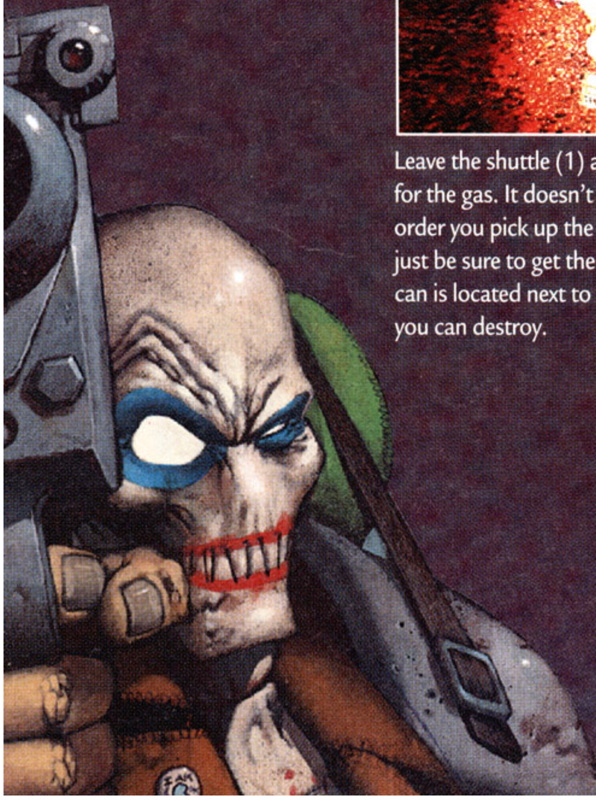
Level 6 Highlights

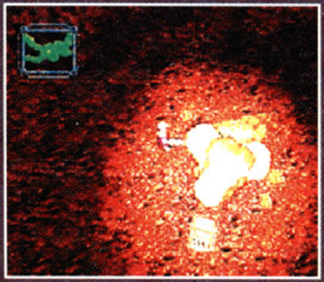




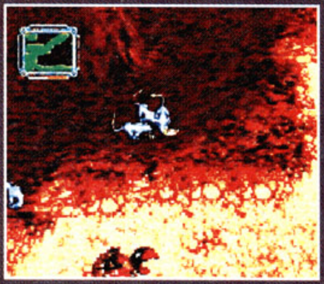
Oops! It looks like whoever used the shuttle last forgot to fill the tank with gas! Time to make an emergency pit stop.



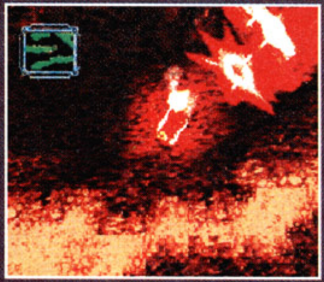




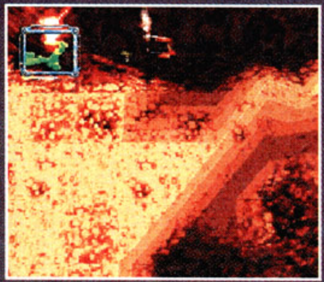
Leave the shuttle (1) and search for the gas. It doesn't matter what order you pick up the cans in (2), just be sure to get them all. Each can is located next to a big rock you can destroy.



You meet two new enemies in this level: giant scorpions and blue attack dogs. These menaces jump off the cliffs above you and love to encircle and swarm you. The scorpions take more hits to kill than the dogs, so keep a smart bomb or two handy in case you're surrounded. If a scorpion drops from above while you're running, back up and shoot it: Where there's one, there are several, and they'll gang up on you. The terrain isn't much help. With all the cliffs, it's easy to become cornered. Zoom out as far as you can to see approaching scorpions and dogs.



Near the beginning of the level is a 1-up located near the center (3). Several icons are also scattered throughout the level.



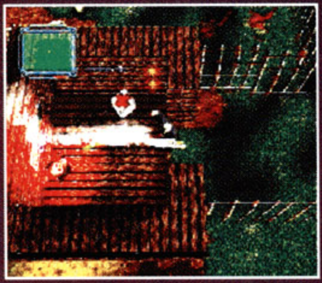
Above the gas can in the upper-right corner are two ammo power-ups (4). Grab them before you return to the ship.

Level 7

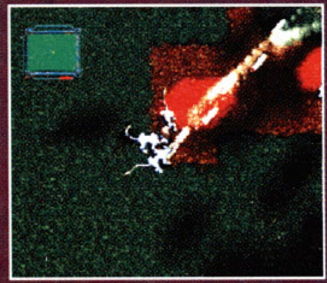
Badlands

Objective: Find secret teleport to space port

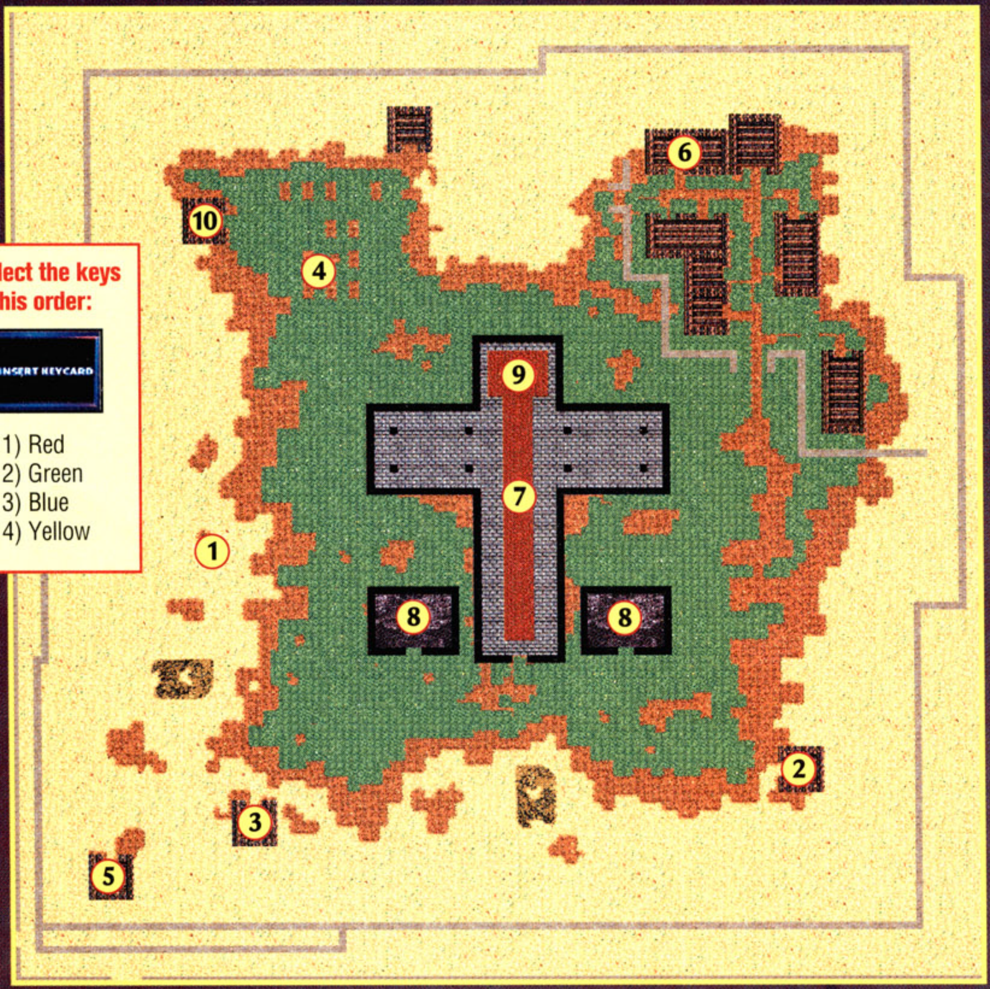
Level 7 Highlights



Ah, the great outdoors! Nothing but fresh air, scorpions, attack dogs, rats, and regenerating zombies! The goal is to get inside the cross-shaped building in the middle – but only after getting all the keys. Barrels and other objects will reveal power-ups when you shoot them, so fire away at all containers. Also, be aware of the hilly terrain. When running from enemies, you can unexpectedly slow down, sometimes even to a crawl. Whenever dogs and scorpions chase you on the hills, turn around and fire at them while running backward.

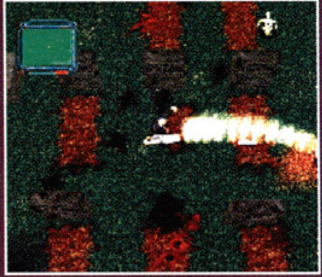


Don't waste too much ammo on the zombies – they regenerate. When you start the level (1), go to the bottom of the screen and head to the right. Dogs, scorpions, and rats litter the bottom, but just hold down the run button and blast through. Go to the shack (2) and get the red keycard.



Collect the keys in this order:

1) Red
2) Green
3) Blue
4) Yellow



After retrieving the red keycard, head back to the left and get the smart bomb out of the shack (3). You can also use this shack as a safe haven from pursuing monsters because once the doors close, nothing gets in. Then go up to the graveyard (4). You must go through the graveyard to get into the shack that has the green keycard (10). The graveyard is filled with zombies and rats, so move fast to grab the key. There are also first-aid and ammo power-ups in the shack. Don't bother shooting the tombstones; they don't hide any power-ups.

With the green keycard in your possession, go to the shack at the bottom of the screen (5) and get the blue keycard. Then go to the fenced-in area to the upper right to find the yellow keycard (6). In addition to the key, you find power-ups in the various buildings and in the barrels and logs in front of the houses.

The exit is in the cross-shaped building in the middle (7). Don't enter the two smaller buildings in front (8) unless you need the power-ups inside. The doors in front are the only way in – you can't climb the steep hills on the sides of the building. When you're inside the main building, go directly to the back – there's nothing to collect except punches from zombies and rat bites. Stand in the middle of the four columns at the end of the main hall, and you're teleported out of the level (9).

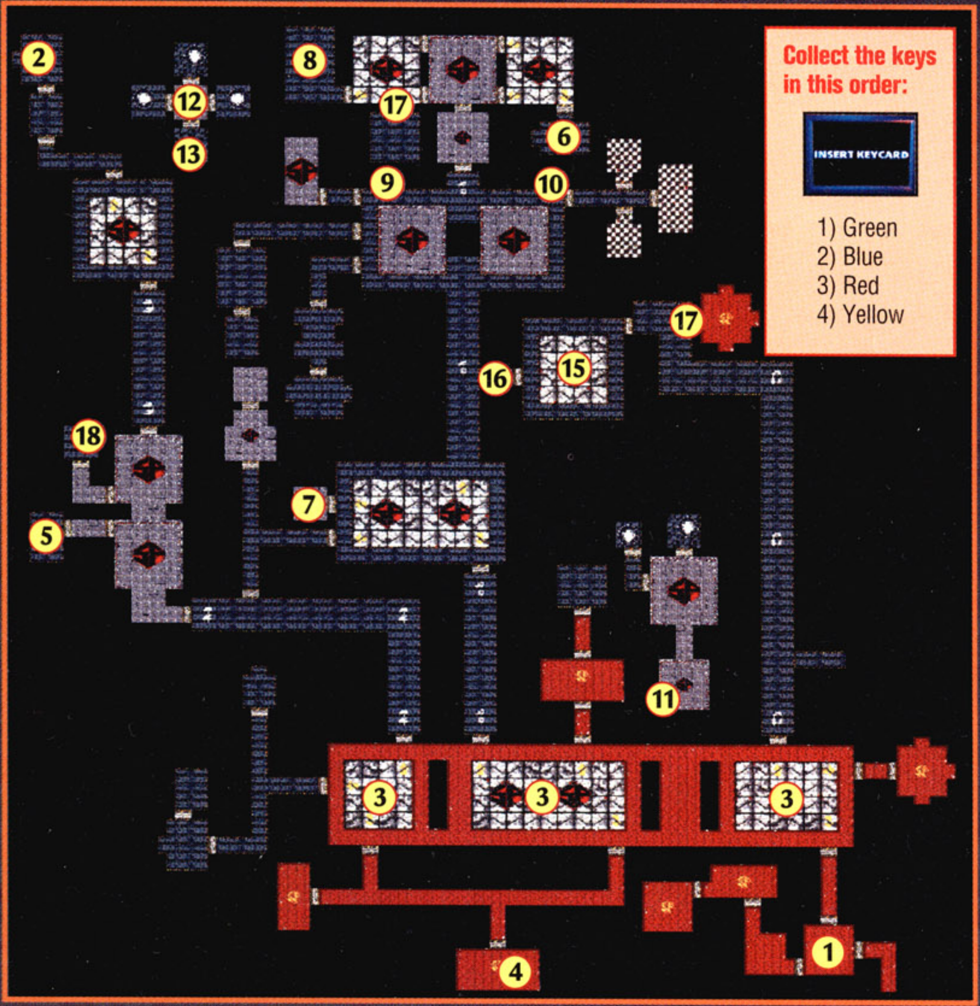
Level 8 Space Port

Objective: Find exit to next level

Level 8 Highlights

Always shoot the guards with the red shirts first; they inflict the most damage with their fast rifles. No rats or animals are lurking here – just guards. This is the game's "Stalingrad" level: it's slow, room-to-room, exhausting fighting.

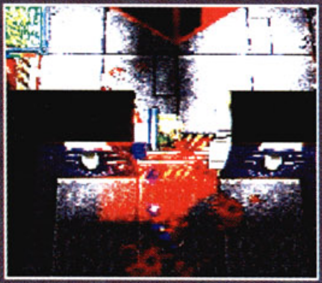
At the start of the level (1), go to the rooms to the left to find ammo and other power-ups (the room to the right houses guards). Locate the green keycard first (2).



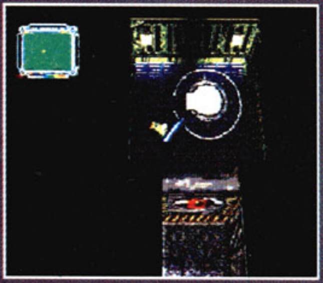
Collect the keys in this order:

1) Green
2) Blue
3) Red
4) Yellow

Be careful when entering the big rooms directly above you (3); they're filled with guards. If you move slowly enough and take the guards by surprise, they shouldn't pose a problem. On the way back from the green keycard, stop at the small room to the left (5) for power-ups, including an extra smart bomb. The blue keycard is next. It's located in a room near where you began the level (4). Be careful when entering this room – it's filled with guards.

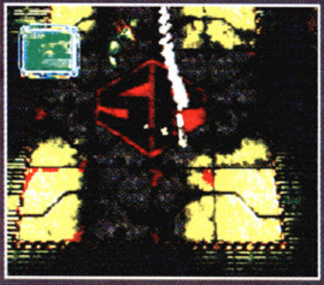


The red keycard is at the top of the level (6). On the way there, snag the temporary-invincibility icon in the small room to the left (7). If you're low on health, grab the icon and run straight up. There's a room (8) to the top left where you'll find a first-aid kit and other power-ups. Hidden behind the cracked walls in the big room below are a 1-up (9) and a time-freeze icon (10). There are other hidden rooms behind cracked walls that also contain valuable items (17) in this level.



The final key you need, the yellow keycard, is in a room that can only be accessed by a teleporter (11).

This teleporter is in the room shaped like a plus sign (12) near the top of the level. You can get there from the room to the far left of the level (18). Stand on the bottom teleporter platform (13) in the plus-shaped room to reach the yellow keycard.



That pesky robot sentry from Level 5 is in the room just before the exit (15). He fires large energy bursts and can be harmed only when he lands on the ground. Like before, if you shoot him enough times, he flies away. Enter the small room to the left (16) and exit the level.

THE FIGHTER'S EDGE presents

SOUL EDGE

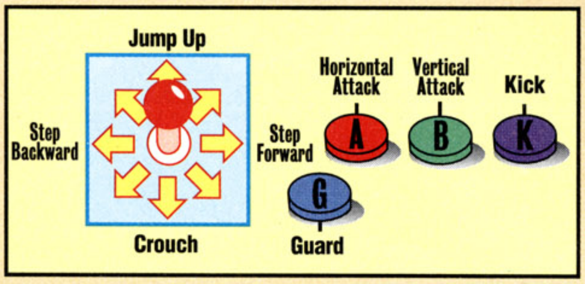
Learn the eight fighters special moves and basic skills to give you the cutting edge to VICTORY.

By Bruised Lee

Soul Edge is a beautiful polygon-graphics fighting game set in the mid-15th century. Graphically, this game has no rough edges: Each texture-mapped fighter was beautifully rendered using motion-capture techniques that depict breathtakingly awesome detail. Soul Edge also benefits from incredible lighting effects. The dawn to dusk effect is especially effective.

Soul Edge's gameplay is a combination of Virtua Fighter and Toshinden. Characters can sidestep incoming special moves, thrust block, and counterattack. This strategy guide breaks down all the basic moves and features, and gives you a handful of special moves for each fighter. Is your soul strong enough to handle this fighting edge?

Controller Legend



G = Guard
HA = Horizontal Attack
K = Kick
VA = Vertical Attack

Motion = Move the joystick in one smooth, continuous motion

Tap = Tap the indicated buttons or directions in sequence

Charge = Hold the direction or button indicated for the time indicated

( ) = Execute commands in parentheses simultaneously

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Basic Arts

Footwork

In addition to guard blocking, characters can sidestep incoming moves.

Tap ↓, ↑ to sidestep left, or tap ↓, ↓ to sidestep right.

Note: Players can even sidestep and attack. After you sidestep, tap any of the attack buttons. For example, tap ↓, ↓, HA. This is a great way to surprise your opponent. Not only do you avoid their attack, but you change the direction of the playing field and counterattack.

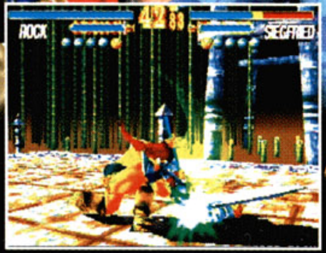
Running Power

As in Tekken, each player can run toward their opponent and perform special moves. To execute a running attack, tap one or a combination of the attack buttons while running.

To run, tap →, hold →

Get Up and Fight

When your fighter is knocked down during a match, you have several ways to recover offensively and defensively. Use the recovery method that best accommodates your fighting situation.



Tap (↑ HA) to further damage a downed opponent.

Recovery Moves

Note: Perform these moves when your character is down.

Tap ← = Backward somersault
Tap → = Forward somersault
Tap ↑ = Roll to the left
Tap ↓ = Roll to the right

Tap HA or VA = Get up and attack opponent's midsection

Tap K = Get up and kick opponent's lower section
Tap G repeatedly = Quick recovery

You can also link recovery moves together to perform more than one move at a time.

For example:
Tap (↑ HA VA) repeatedly = Recover quickly and roll sideways, then get up and attack opponent's midsection.

Knockdown Attack

After you knock down an opponent, you can jump in for an extra hit.

The Battleground

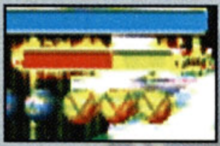
Soul Edge's backgrounds give you a limited playing field for fighting. Players can be knocked out with a special move or a combo, but can't accidentally ring themselves out. This eliminates cheesy ring-out victories.

MITSURUGI
SOPHITIA
FREE PLAY

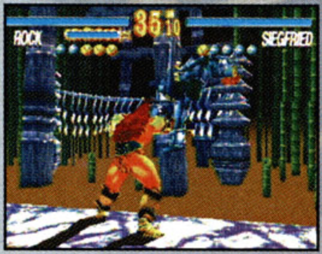
SOPHITIA
TAKI
FREE PLAY

Blocking System

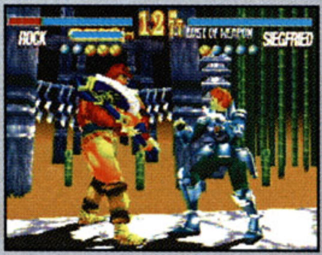
The standard way to block is to hold the Guard button. You can use this method only a limited number of times, though. Each time you block a move, your weapon meter decreases. When the meter is depleted, your weapon breaks – and you fight the rest of the round using only your bare hands.



Keep an eye on your weapon meter if you're playing defensively.



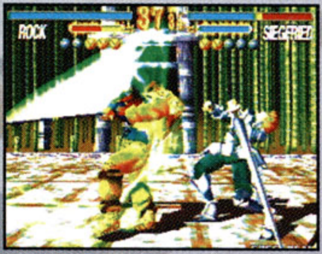
As your weapon breaks, you fly back, recoiling from the collision.



Now you're forced to fight the rest of the round without a weapon.

Critical Edge

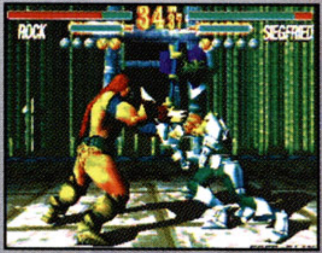
Each fighter can perform a super move that registers several hits. Doing this super move, however, uses up half your weapon meter.



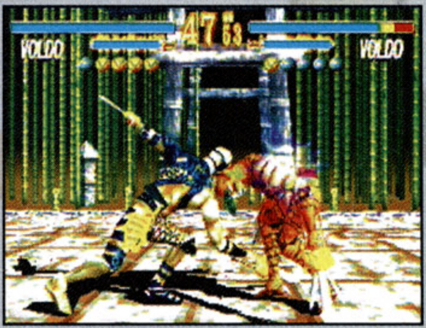
Tap (HA VA K) for the Critical Edge. This a great last-resort attack.

Weapon Clashing

Weapons can lock together during a battle if the move is timed right. When this happens, tap any attack button repeatedly to counterattack.

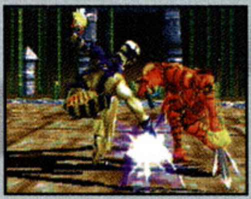


Dark Shredder



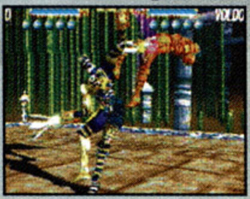
Tap HA, HA, HA

Rat Chase



Tap ↓, HA, HA, HA

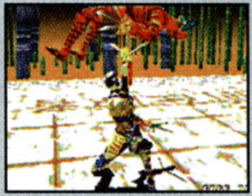
Heaven's Swing



Tap (↓ VA)

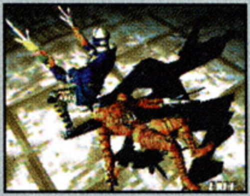
SPECIAL MOVES SPECIAL MOVES SPECIAL MOVES

Top Spinner



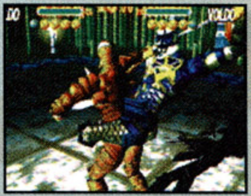
Tap (G HA)

Back Tracker



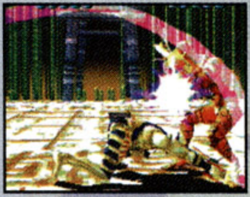
Tap (G VA)

The Stinger



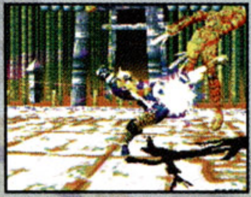
When behind the opponent, tap (G HA)

Praying Mantis



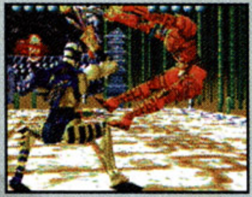
Tap (HA VA)

Deadly Rose



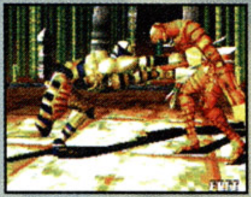
Tap (HA K)

Demon Elbow



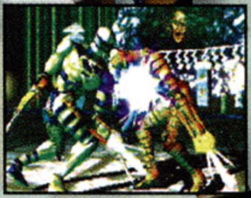
Tap →, hold →, tap VA

Leg Trap



Tap →, hold →, tap (HA VA)

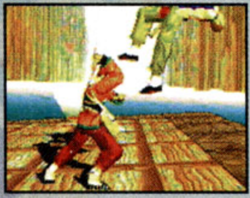
Killer X



Tap VA, VA

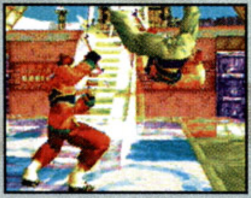
SPECIAL MOVES SPECIAL MOVES SPECIAL MOVES

Punisher Whip



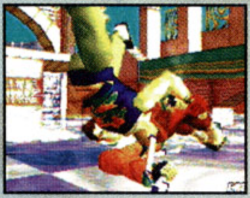
Tap →, hold →, tap VA

Rope Skipper



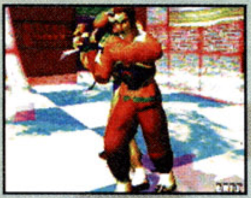
Tap (↙ HA)

Death Drop



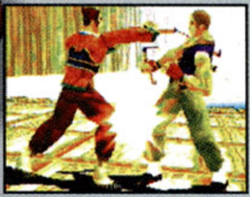
When in close, tap (G HA)

The Dragger



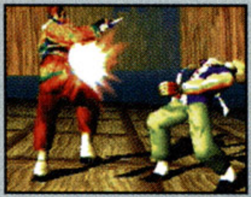
When in close, tap (G VA)

Hailstorm



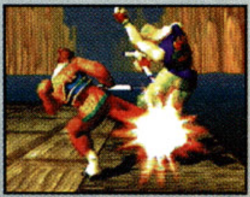
Tap VA, VA, VA

Twin Harpoon



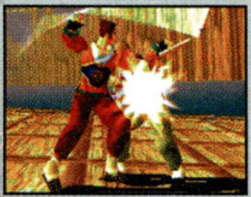
Tap K, K

Harpoon Driller



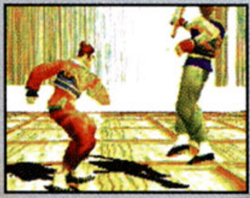
Tap K, ↓, K

Crazy Windmill



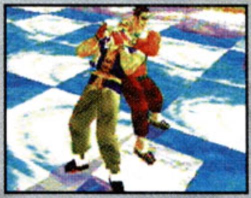
Tap (HA VA)

Rope Attacher



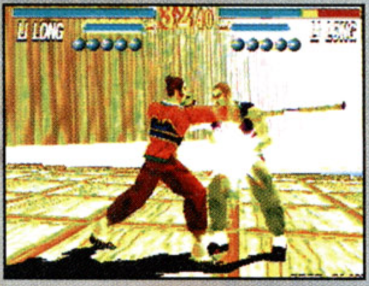
Tap (← HA)

Last Breath



When behind the opponent, tap (G HA)

Thunderstorm

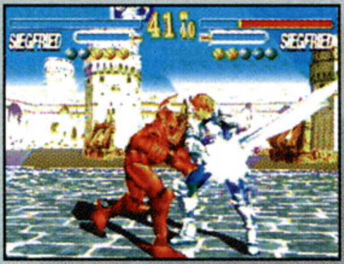


Tap HA, HA, HA

Siegfried

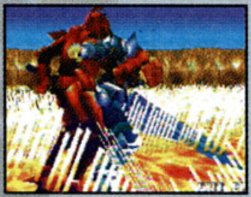
SPECIAL MOVES
SPECIAL MOVES
SPECIAL MOVES

Spiral Attack


SIEGFRIED
41
SIEGFRIED

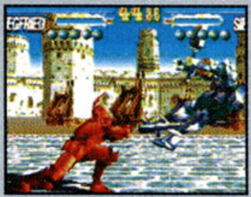
Tap HA, HA, VA

The Sandman



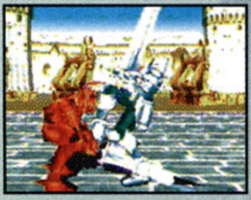
When behind the opponent, tap (G HA)

Drilling Horn



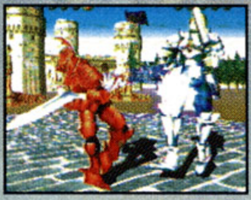
Tap (→ VA)

Blackmail



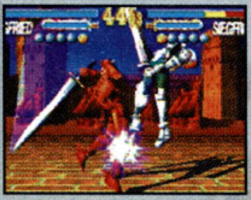
Tap ←, ←, VA, VA

Wheel Turner



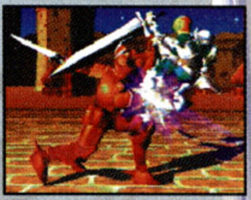
Tap (→ HA)

Brain Masher



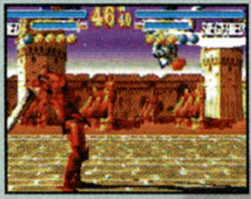
Tap VA, VA, VA

Cross Cutter



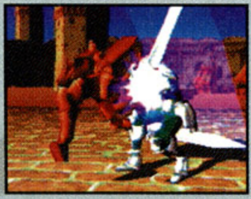
Tap VA, ↓, HA

Flap Jack



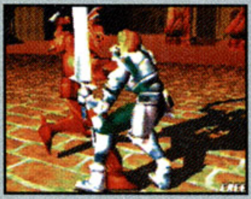
Hold ↓, tap (G HA)

Sledgehammer



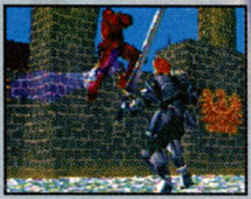
Tap →, hold →, tap (HA VA)

Cold Steel



When in close, tap (G HA)

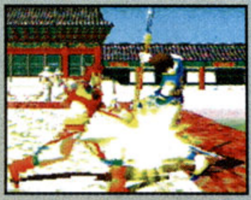
Power Bomb



When in close, tap (G VA)

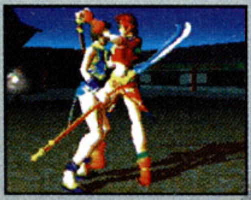
Seung Mina

Skyscraper



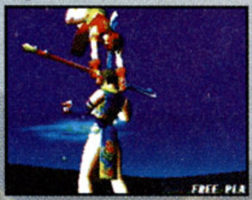
Tap (← VA), ↓, (HA VA)

Grab Attack



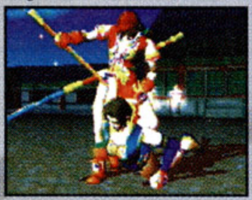
When in close, tap (G HA)

Flip Throw



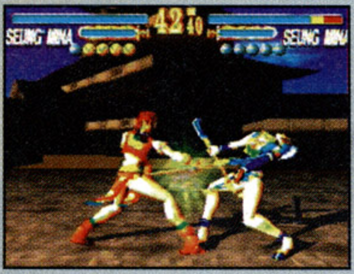
When in close, tap (G VA)

Say Uncle



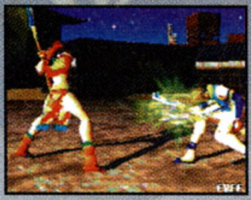
When behind the opponent, tap (G HA)

Meteor Shower


SEUNG MINA
42
SEUNG MINA

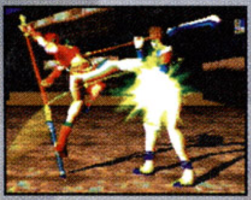
Tap VA, VA, VA

Starlight Explosion



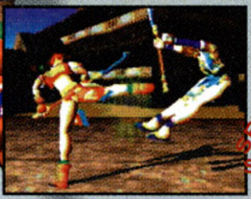
Tap (HA VA)

Axle Kick



Tap (VA K)

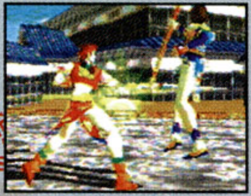
Mountain Crusher



Tap →, (→ K)

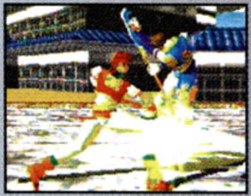
SPECIAL MOVES
SPECIAL MOVES
SPECIAL MOVES

Spinning Sparrow



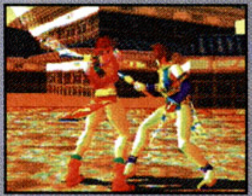
Tap (↘ HA)

Triple Wave



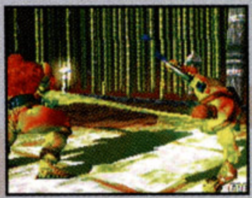
Tap VA, VA, ↓, HA

Sparrow's Rush



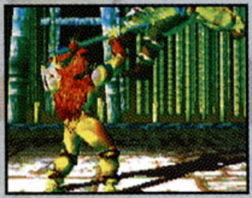
Tap HA, HA, HA

Discus Thrower



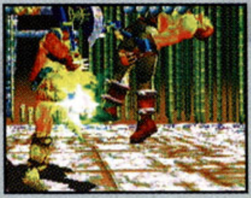
Tap (↙ HA)

Sky Splitter



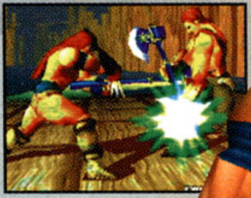
Tap (↘ VA)

Rock Climber



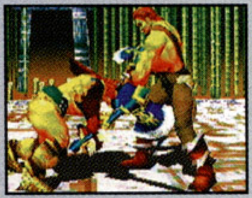
Tap (→ K)

Piston Attack



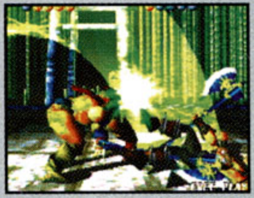
Tap VA, VA, VA

Buffalo Charge



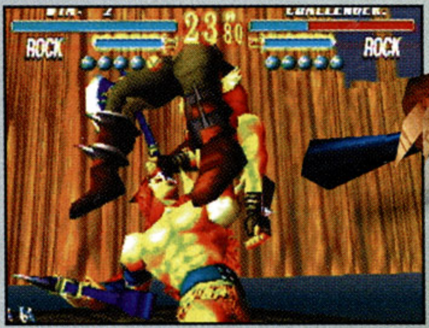
Tap →, hold →, tap K

Tornado



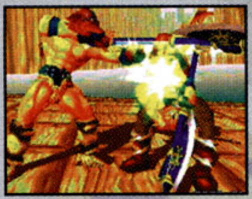
Tap →, hold →, tap HA, VA

Overhead Throw



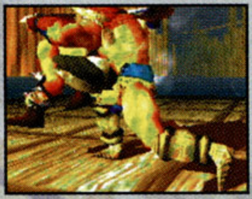
When in close, tap (G HA)

Cut to Pieces



Tap HA, HA, HA

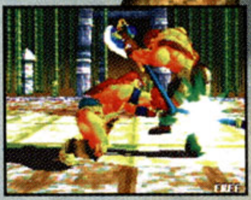
Spin Cracker



When behind the opponent, tap (G HA)

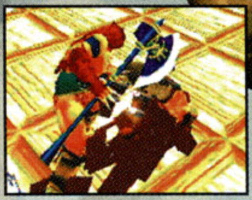
SPECIAL MOVES
SPECIAL MOVES
SPECIAL MOVES

Tidal Wave



Tap →, HA, HA, HA

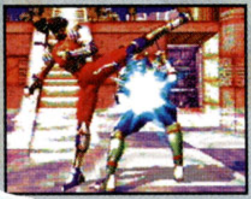
Head-Butt Fury



When in close, tap (G VA)

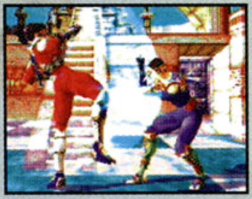
SPECIAL MOVES
SPECIAL MOVES
SPECIAL MOVES

Shooting Stars



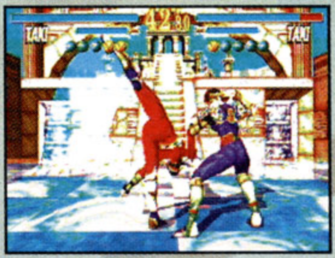
Tap K, K, K

Great Loop



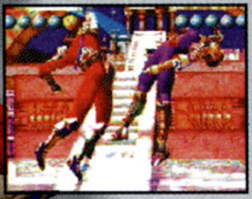
Tap ↓, K, K

Windmill Kick



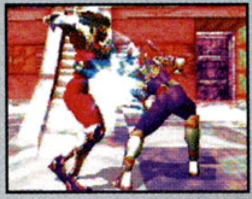
Hold →, tap K

Death Spin



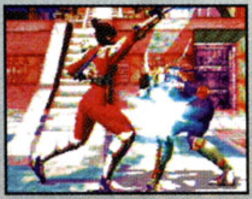
Motion ↓ ↘ → VA

Thunder & Lightning



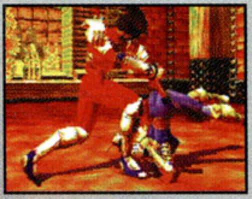
Tap HA, HA, HA

Lightning Strike



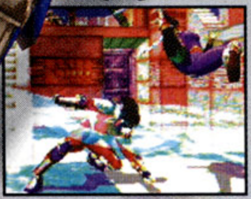
Tap VA, VA, VA

Flip Destruction



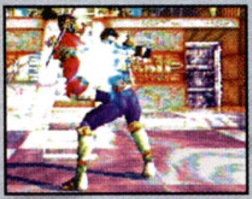
When behind the opponent, tap (G HA)

Reaping Hook



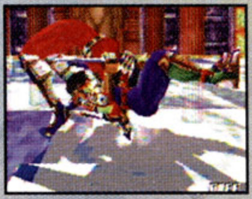
Tap (↙ HA)

Whirlwind



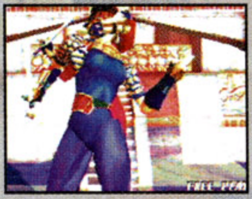
Tap →, hold →, tap K

Suplex Surprise



When in close, tap (G HA)

Close Shave



When in close, tap (G VA)

Sophitia

SPECIAL MOVES
SPECIAL MOVES
SPECIAL MOVES

Neck Cracker

When in close, tap (G VA)

Tricky Tangle

Tap HA, HA, ↓, K

Close Encounters

When behind the opponent, tap (G HA)

The Conductor

Tap VA, VA, VA

Angel's Punishment

Tap HA, HA, HA

Soprano Surprise

When in close, tap (G HA)

Angel Strike

Motion ↓ ↘ → VA

Sunrise Slice

Tap (↓ VA)

White Flash

Tap (↗ K)

Maiden Revenge

Tap (← HA)

Moon Flip

Tap (↙ K)

Phoenix Tail

Tap →, hold →, tap (HA VA)

Shin Slicer

Tap (↙ HA)

No Escape

Tap HA, HA, HA

Windstorm

Tap HA, HA, VA

Thunder Strike

Tap →, hold →, tap VA

Split Decision

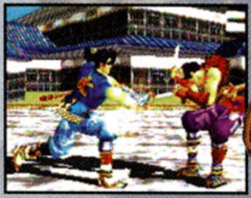
When in close, tap (G VA)

Takedown Grab

When behind the opponent, tap (G HA)

SPECIAL MOVES
SPECIAL MOVES
SPECIAL MOVES

Wasp Stinger



Tap (→ VA)

Slice & Dice

MITSURUGI
MITSURUGI

When in close, tap (G HA)

Steel Slicer

Tap (HA VA)

Leg Sweeper

Tap (↓ K VA)

Mitsurugi

All The Brutality, Carnage And Senseless Violence Of Darkstalkers™.

RATING PENDING
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Only Darker.

Just when you thought the Darkstalkers had reached their ultimate evil, they're back with a chilling twist. Night Warriors ™ features new secret moves, multi-hit combos, dazzling animation and even shadier characters in the year's most eagerly anticipated release. Now, you'll have a terrifying encounter with 10 of your treacherous favorites while battling for your life with new or previously unplayable characters. So get ready to defend yourself against a world of deadly powers. You might survive to see the light.

Donovan
CHALLENGER
WINS
Hsien-Ko
Special
Special

Victor
CHALLENGER
Demitri
44
Special
Special

NIGHT WARRIORS ™

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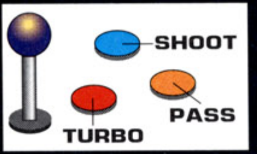
ARCADE SUPER CHEATS

By Johnny Ballgame

2 ON 2 OPEN ICE CHALLENGE

Controller Legend



P = Pass
S = Shoot
T = Turbo

Note: ( ) = Directions in parentheses are executed simultaneously.

Power-Ups

Activate these cheats at the "Tonight's Game" screen.

- Big head players: **Tap (↑ P T)**
- Huge-headed players: **Tap (↑ S P), ↑, (↑ S P), ↑, (↑ S P), ↑**
- Tiny-headed players: **Tap T, T, ↑, S, S, ↑**
- Normal-headed players: **Tap (↓ S), P**
- Big-headed goalie: **Tap P, P, T, S, P**
- Huge-headed goalie: **Press and hold P and rotate the joystick clockwise once, starting from ↑, then rotate it once counterclockwise, starting from ↑**
- Tiny-headed goalie: **Press and hold S and rotate the joystick counterclockwise once, starting from ↑**
- Normal-headed goalie: **Tap S, T, P**
- Big puck: **Tap ↑, ↑, ↓, ↓, T**
- Baby size: **Rotate the joystick counterclockwise from ↓ to ↑, then press and hold T and rotate the joystick clockwise from ↑ to ↓**
- Force fat head: **Rotate the joystick clockwise from ← to →, then rotate it counterclockwise from → to →**
- Dark rink: **Tap (P T), P, (P T), P, (P S) P, (P S), P, (P S), P, (P T), P**
- Disable top display: **Tap (← T), ←, (← T), ←, (← T), ←, (← S), ←, (← S), ←, (← P), ←, (← P), ←, (← P), ←**

Other Power-Ups

Activate these cheats before the first period faceoff begins, but not when the help windows are onscreen.

- Disable throwing: **Tap (↓ S), (↑ S)**
- Super goalie: **Tap ↓, ↓, ↓, ↓, ↓, P**
- Tourament mode: **Tap (→ S P T)**
  Note: **You can't enable this cheat against the CPU**
- Computer assistance off: **Rotate the joystick clockwise twice, starting from ↑**
- Unlimited turbo: **Tap T, S, S, then rotate the joystick clockwise once, starting from ↑**
  Note: **You can't enable this cheat against the CPU**
- Unlimited checking: **Tap (← T), ←, (← T), ←, (← T), ←. Rotate the joystick counterclockwise from ← to →, then tap (→ T), →, (→ T), →.**
- Increased speed: **Tap (S T), (S T), →, (S T), ↓**
- Increased shooting: **Tap S, S, S, S, S, T, S, S, S, S, P**
- Increased passing: **Tap P, T, P, T, P, P, P, P, P, T**
- Increased checking: **Tap (↑ P T), (P T), (↑ P T), (P T), (↑ P T), (P T), (← P T), (P T), (→ P T), (P T), (→ P T), (P T)**
- Increased puck handling: **Tap (S P), S, P, P, P, S, S, T, T, T**
- Fast turbo recovery: **Tap →, →, →, →, T, ←, ←, T, →**

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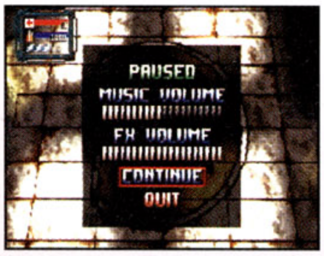
S.W.A.T.PRO

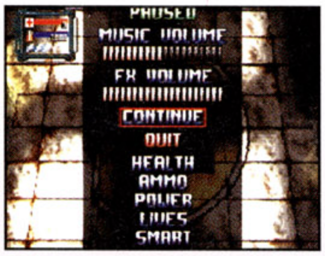
Video Game Strategies, Weapons, and Tactics

PlayStation

Loaded

Power-Up Codes and Level Skip


PAUSED
MUSIC VOLUME
FX VOLUME
CONTINUE
QUIT


PAUSED
MUSIC VOLUME
FX VOLUME
CONTINUE
QUIT
HEALTH
AMMO
POWER
LIVES
SMART

To do any of these codes, start a game and pause it. At the Paused screen that appears, **hold Button L1 and Button L2 for at least ten seconds**. Continue to hold the two buttons after ten seconds have passed, then do the following button presses. To use the cheat, highlight it and **press Button ×**.

Restore health: **Press Right, Right, Left, Down, Down, Up, Button △, Button ○**

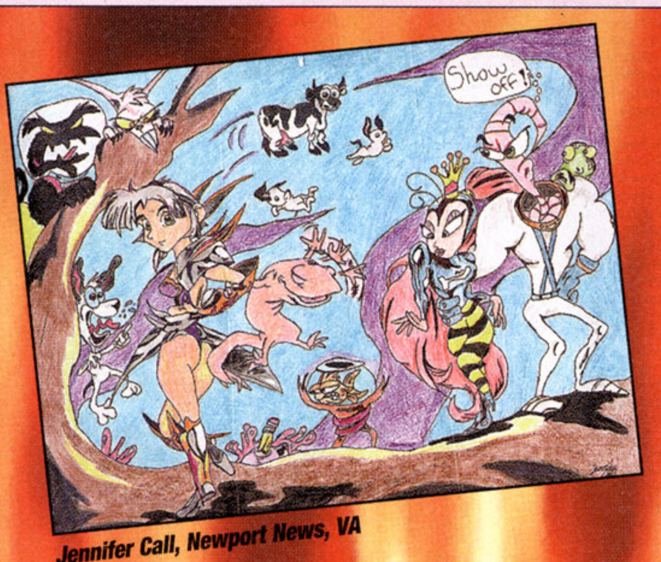
More ammo: **Press Down, Right, Button ○, Left, Right, Button ○**

Weapon power-up: **Press Right, Down, Right, Button △**

More lives: **Press Left, Down, Right, Button △, Button □, Button ×, Button ○**

More smart bombs: **Press Button R1, Button R2, Button ×, Button △, Button □, Button ○, Button R1, Button R2, Button ○, Button ○, Button □**

Skip level: **Press Button ×, Button R1, Button △, Button R1, Button □, Button ○, Button R2, Button R2, Button ×, Button □, Button △, Button ×**

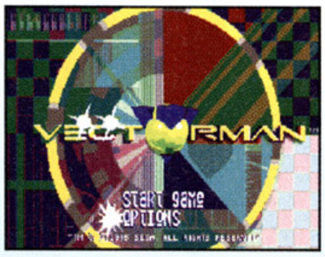


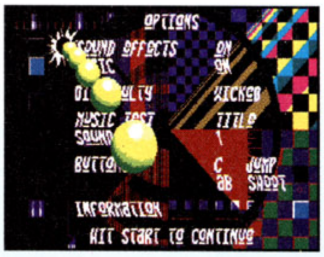
Jennifer Call, Newport News, VA

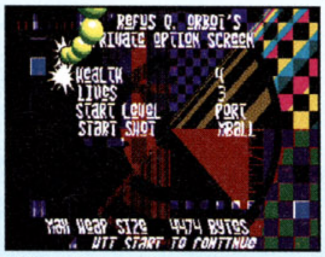
Genesis

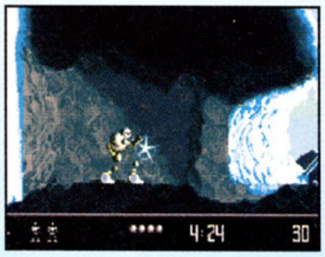
Vectorman

Orbot's Private Options Screen


VECTORMAN
START GAME
OPTIONS


OPTIONS
SOUND EFFECTS ON
MUSIC ON
DIFFICULTY KICKED
MUSIC TEST TITLE
BUTTONS C JUMP
AB SHOOT
INFORMATION
HIT START TO CONTINUE


REFUS Q. ORBOT'S
PRIVATE OPTION SCREEN
HEALTH 4
LIVES 5
START LEVEL PORT
START SHOT XBALL
MAX WEAP SIZE 4474 BYTES
HIT START TO CONTINUE



At the Options screen, **press Button A, Button B, Button B, Button A, Down, Button A, Button B, Button B, Button A**. A new screen appears named "Refus Q. Orbot's Private Options Screen" that lets you increase health and lives, power up your weapon, and select any level.

Sean M. Sweetnam
Madison, WI

Genesis

Earthworm Jim 2

Energy Refill and Ten Mealworms

x3
100%
x1025
x10

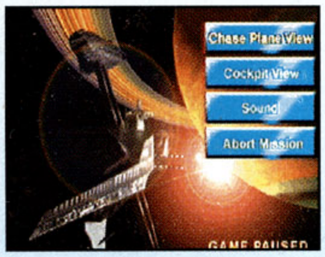
Energy refill: Pause during a game and **press Button A, Button B, Button C, Button A, Button B, Button C, Button A, Button B, Button C**. You hear a warping sound if you did the trick correctly. Unpause the game, and your energy will be refilled. This trick works only twice in a level.

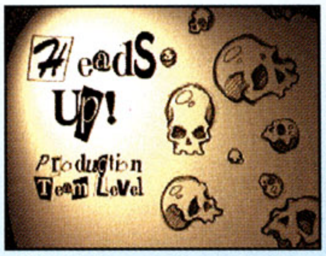
Ten mealworms: Pause during a game and **press Button C, Button A, Button C, Button A, Button C, Button A, Button C, Button A**. You hear a warping sound if you did the trick correctly. Unpause the game, and you have ten mealworms. This trick is more effective on the Villi People and Circus of the Scars stages.

Saturn

Solar Eclipse

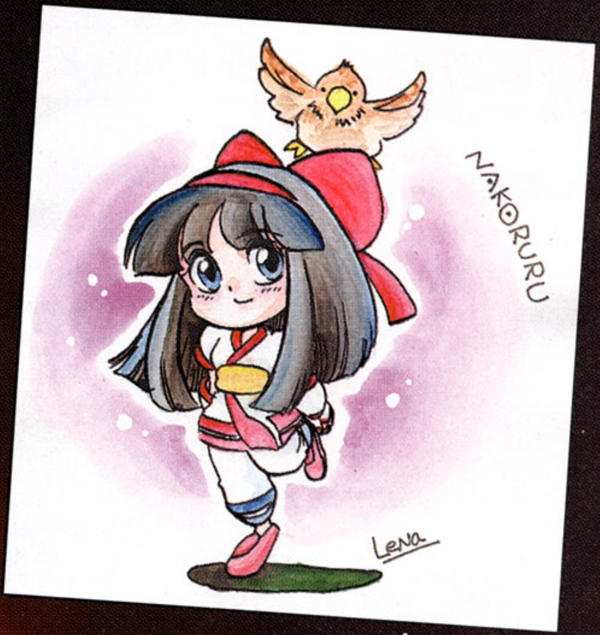
Hidden Stage





Start a game, pause it, then **press Right, Down, Down, Left, Button C, Right, Button A, Button Z, Button Y**. If you did the trick correctly, you see a screen that says "Heads Up! Production Team Level." Now the enemies' heads are replaced by the heads of the people who made the game.

Joe Brown
Somers Point, NJ

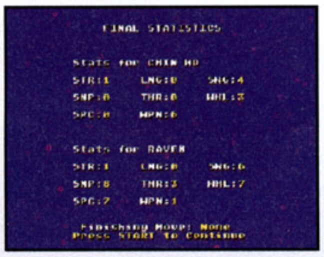


Lena Yoshikawa
Tokyo, Japan

Sega CD

Eternal Champions: Challenge From the Dark Side

Hidden Fighters

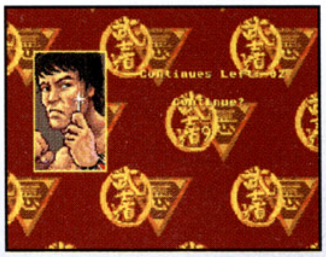


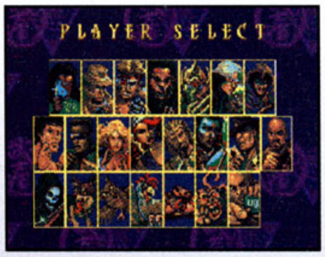
```
FINAL STATISTICS

Stats for CHIN WO
STR:1     LNG:0     SWG:4
SWP:0     THR:0     WHL:3
SPC:0     WPN:6

Stats for RAVEN
STR:1     LNG:0     SWG:6
SWP:8     THR:3     WHL:7
SPC:2     WPN:1

Finishing Move: None
Press START to Continue
```





Using a six-button controller on Controller Two, enter each of the button presses below at the Final Statistics screen after a match. If you did the code correctly, you hear a sound. Then, at the Continue screen, let the timer run out. Start another game and the hidden fighter appears.

Blast: **Press Button Z, Left, Button Y, Up, Button X, Button B, Mode button, Right, Up**

Chicken (Crispy): **Press Mode button, Up, Button C, Up, Mode button, Button Y, Button Y, Right, Mode button, Button A, Left**

Chin Wo: **Press Button B, Button Z, Up, Mode button, Right, Button C, Button B, Up, Button Y, Up**

Dog (Yappy): **Press Button Y, Button Y, Up, Down, Mode button, Down, Button Z, Up, Up, Button X**

Hooter (Owl): **Press Button X, Button C, Right, Button X, Button B, Right, Button Z, Button A, Mode button, Up**

Senator: **Press Right, Button C, Button C, Left, Mode button, Button B, Down, Button X, Button A, Button X, Mode button**

Slither (Snake): **Press Button B, Button Y, Up, Up, Button C, Button X, Left, Up, Button X, Button Y**

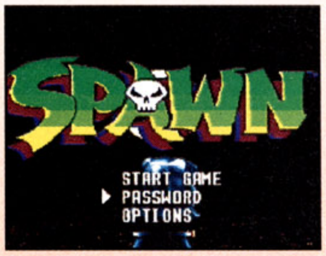
Thanatos (Reaper): **Press Mode button, Button C, Button Y, Button A, Button B, Up, Button B, Button B, Button Y, Button Z, Button C**

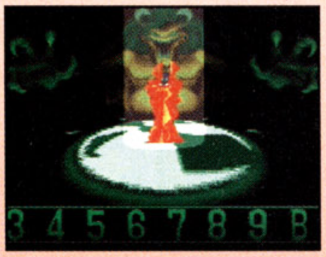
Zuni (Monkey): **Press Button Y, Button X, Down, Button B, Mode button, Up, Button X, Up, Up, Left, Button Z, Up**

Super NES

Spawn

Passwords



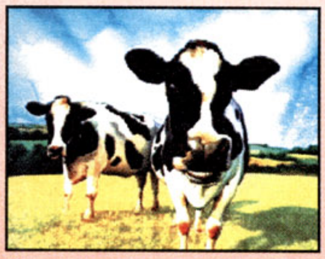


Level 2:	**D9963D1D**
Level 3:	**4H253DGF**
Level 4:	**4CC138CF**
Level 5:	**0C4F458H**
Level 6:	**D31551FG**
Level 7:	**09BF596F**
Level 8:	**DB8D9B4H**

Super NES

Earthworm Jim 2

Stage Skip

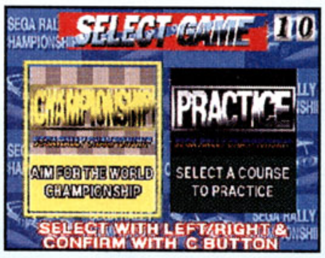


Pause during a game and **press Select, Button B, Button X, Button A, Button A, Button X, Button B, and Select**. You hear a warping sound if you did the trick correctly. Unpause the game, and you advance to the next level.

Saturn

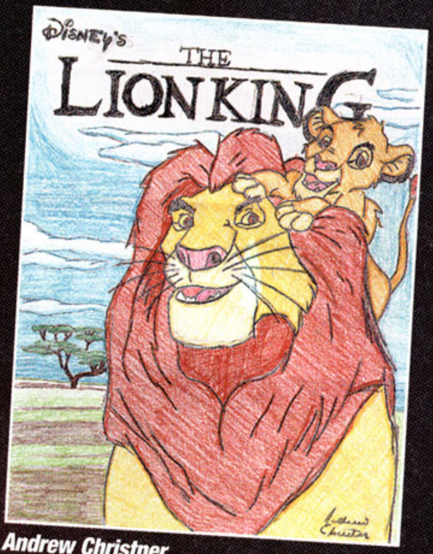
Sega Rally Championship

Race Backward


SELECT GAME
110
CHAMPIONSHIP
AIM FOR THE WORLD CHAMPIONSHIP
PRACTICE
SELECT A COURSE TO PRACTICE
SELECT WITH LEFT/RIGHT & CONFIRM WITH C BUTTON

0"26"67
0"26"67
34
15/15
46 MPH

To race on backward tracks, start a game in Arcade Mode. Then, at the Select Game screen, put the cursor on either "Championship" or "Practice." **Hold Button Y and press Button C**. When your car appears, you will be facing backwards on the track.

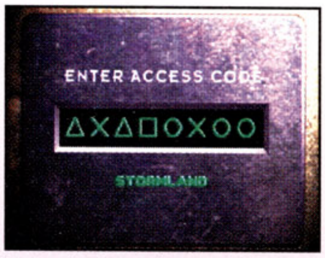

Disney's
THE LION KING

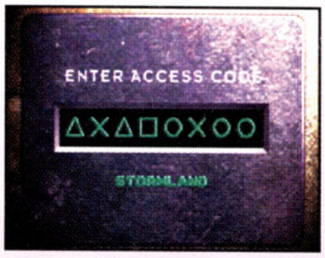
Andrew Christner
Wallaceburg, Ontario, Canada

PlayStation

Warhawk

Passwords


ENTER ACCESS CODE
△×△□○×○○
STORMLAND


ENTER ACCESS CODE
△×△□○×○○
STORMLAND

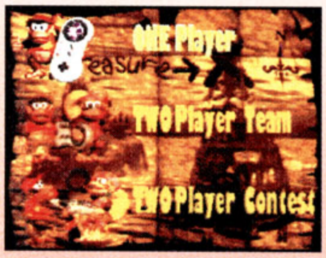
Enter these codes at the "Special Access" (password) screen:

Desert level:	△□×△××□□
Canyon level:	○△△×○○□○
Airship level:	×△×□□△□△
Volcano level:	□△×××△○□
Gauntlet level:	△○△○△×□□
Stormland:	△×△□○×○○

Super NES

Donkey Kong Country 2: Diddy's Kong Quest

Music Test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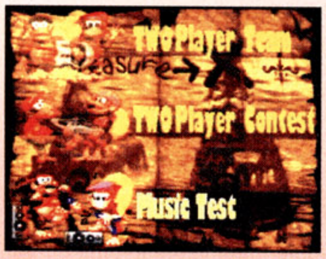
TWO Player Team
TWO Player Contest

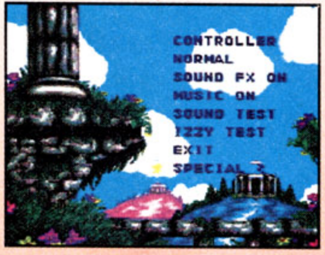

TWO Player Team
TWO Player Contest
Music Test

Start a new game, and at the player-select screen, **continually press Down** on the control pad. If you did the trick correctly, a Music Test option appears that lets you listen to all the tunes in the game. Press Left or Right to cycle through the selections.

Super NES

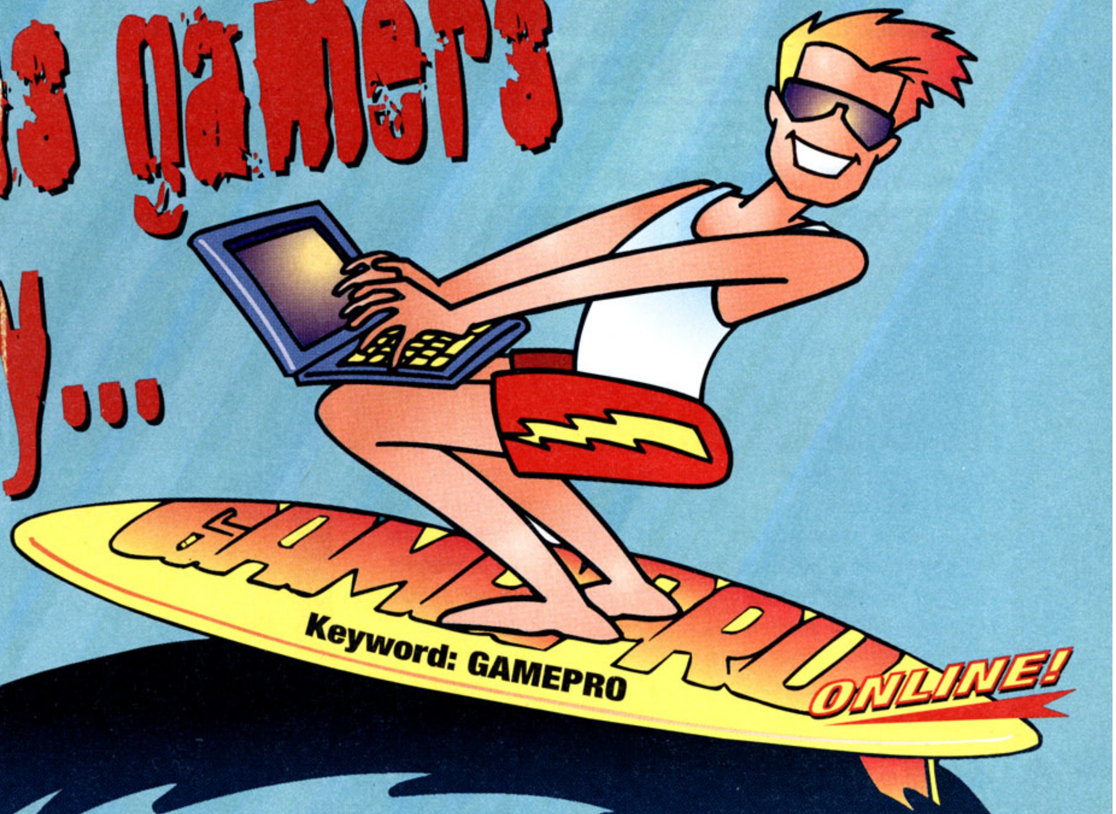
Izzy's Quest for the Olympic Rings

Stage Select


CONTROLLER
NORMAL
SOUND FX ON
MUSIC ON
SOUND TEST
IZZY TEST
EXIT
SPECIAL

Pause during a game and **press Left, Down, Down, Left, Right, Down**. Reset the game and select "Options." A stage-select option is now available. Press Button B to cycle through the stages.

serious gamers only...



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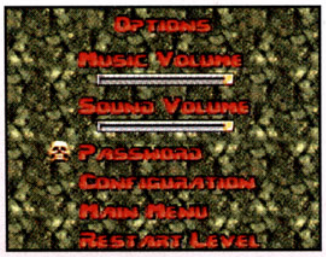
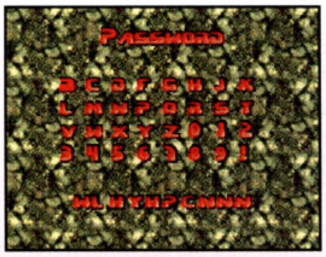
PlayStation

Doom

Passwords for Ultimate Doom



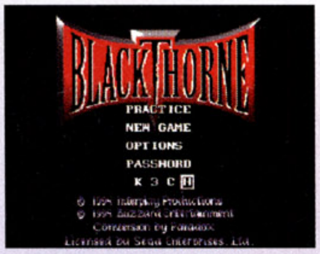


01 Hangar: **WLHYHCPWWW**
02 Plant: **PFX7ZN3NNN**
03 Toxin Refinery: **WLHYHCPVVV**
04 Command Control: **PF7XZ3NMMM**
05 Phobos Lab: **P7XFZ3NMMM**
06 Central Processing: **PL1RY81LLL**
07 Computer Station: **LWHYHPCPPP**
08 Phobos Anomaly: **PFX7ZN3TTT**
09 Deimos Anomaly: **WLHYHCP000**
10 Containment Area: **PFX7ZN3SSS**
11 Refinery: **WLHYHCPZZZ**
12 Deimos Lab: **PFX7ZN3RRR**
13 Command Center: **WLHYHCP222**
14 Halls of the Damned: **PFX7ZN3QQQ**
15 Spawning Vats: **WLHYHCP111**
16 Hell Gate: **PFX7ZN3FFF**
17 Hell Keep: **WLHYHCP444**
18 Pandemonium: **PFX7ZN3DDD**
19 House of Pain: **WLHYHCP333**
20 Unholy Cathedral: **PF7XZ3NCCC**
21 Mt. Erebus: **LWHYHPCDDD**
22 Limbo: **PL1RY81BBB**
23 Tower of Babel: **WLHYHPC555**
24 Hell Beneath: **PFX7ZN3KKK**
25 Perfect Hatred: **WLHYHCP888**
26 Sever of the Wicked: **PFX7ZN3JJJ**
27 Unruly Evil: **WLHYHCP777**
28 Unto the Cruel: **PFX7ZN3HHH**
29 Twilight Descends: **WLHYHCP !!!**
30 Threshold of Pain: **PFX7ZN3GGG**

32X

Blackthorne

Passwords



AT LAST WE MEET, WHELP. NOW I SHALL DESTROY YOU JUST LIKE I DESTROYED YOUR WEAKLING FATHER!

Mine
Level 2: **FBWC**
Level 3: **QP7R**
Level 4: **WJTV**

Snow
Level 1: **DTF3**
Level 2: **L50H**
Level 3: **2TN1**
Level 4: **CGDM**

Trees
Level 1: **RRYB**
Level 2: **ZS9P**
Level 3: **XJSN**
Level 4: **CGDM**

Sand
Level 1: **TJ1F**
Level 2: **GSG3**
Level 3: **BMHS**
Level 4: **Y4DJ**

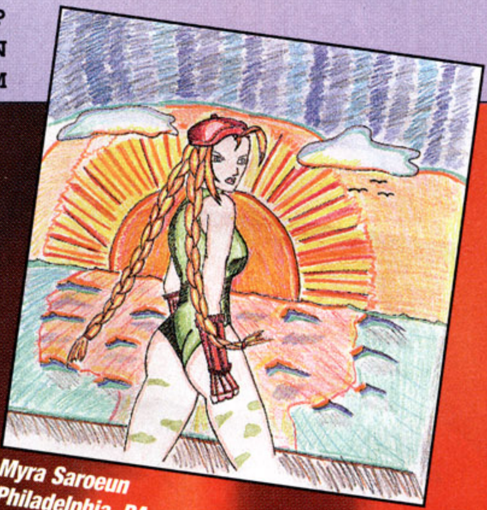
Castle
Level 1: **HCKD**
Level 2: **NRLF**
Level 3: **J6BZ**
Level 4: **MJXG**
Level 5: **K3CH**

PlayStation

Doom

Passwords for Secret Levels

55 Fortress of Mystery: **PF7XZ3NVVV**
56 Military Base: **LWHYHPCZZZ**
57 The Marshes: **PFX7ZN3222**
58 The Mansion: **WLHYHCPQQQ**
59 Club Doom: **PF7XN3N111**



Myra Saroeun
Philadelphia, PA

PlayStation

Doom

Passwords for Doom II

31 Entryway: **WLHYHCP999**
32 Underhalls: **WLHYHCPCCC**
33 Gauntlet: **PFX7ZN3666**
34 The Focus: **WLHYHCPBBB**
35 The Waste Tunnels: **PFX7ZN3555**
36 The Crusher: **LWHYHPC555**
37 Dead Simple: **PF7XZ3N444**
38 Tricks & Traps: **WLHYHPCDDD**
39 The Pit: **PL1RY81333**
40 Refueling Base: **LWHYHPC777**
41 O of Destruction: **PFX7ZN3!!!**
42 The Factory: **LWHYHPC888**
43 The Inmost Dens: **PFX7ZN3999**
44 Suburbs: **LWHYHPC999**
45 Tenements: **PFX7ZN3888**
46 The Courtyard: **LWHYHPC!!!**
47 The Citadel: **PFX7ZN3777**
48 Nirvana: **WLHYHCPMMM**
49 The Catacombs: **PFX7ZN3YYY**
50 Barrels of Fun: **WLHYHCPLLL**
51 Bloodfalls: **PFX7ZN3XXX**
52 The Abandoned Mines: **LWHYHPCXXX**
53 Monster Condo: **PF7XZ3NWWW**
54 Redemption Denied: **WLHYHPCNNN**

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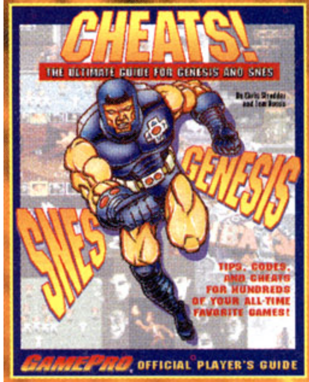
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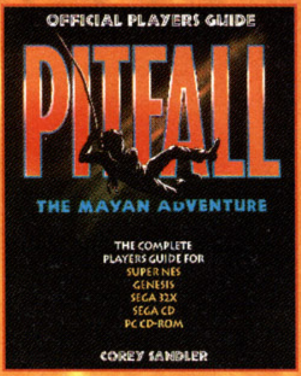
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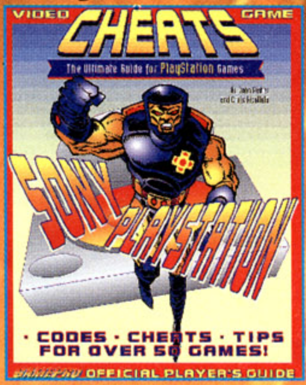
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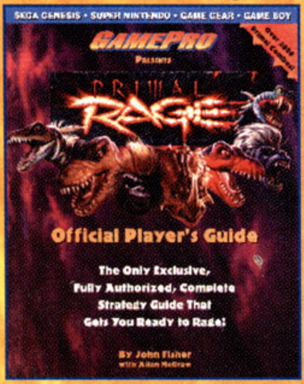
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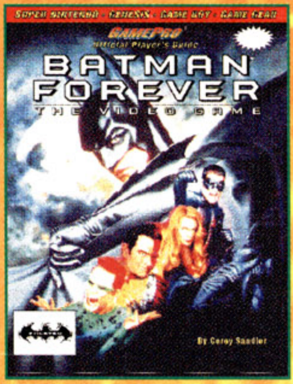
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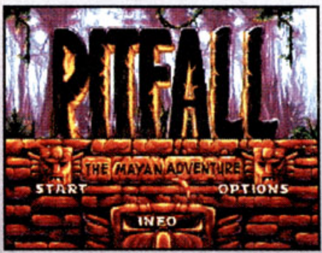
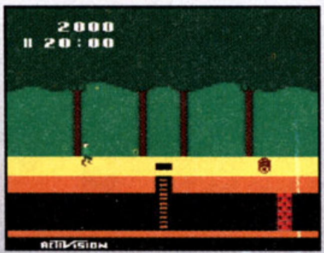
Brett Westphol
Chicago, Il

Jaguar

Pitfall: The Mayan Adventure

Play the 2600 Pitfall


PITFALL
THE MAYAN ADVENTURE
START
OPTIONS
INFO


2000
20:00
ACTIVISION

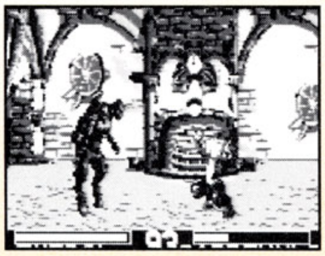
At the Start/Options screen, put the cursor on "Info" and **press Button C 26 times, then press Down**. Now you can play the classic 2600 Pitfall game.

Sal Manfredonia
Internet

Game Boy

Killer Instinct

Play as Eyedol



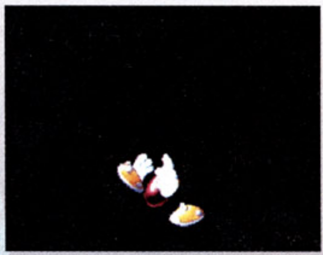
Pick any fighter, and at the Versus profile screen, **hold Right and press Select, Start, Button B, Button A**. You hear a chime if you did the trick correctly. Now you fight the match as the boss Eyedol.

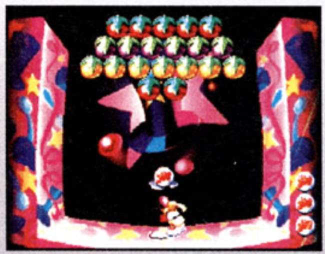
Trevor Nelson
Lake Oswego, OR

Jaguar

Rayman

Breakout Game





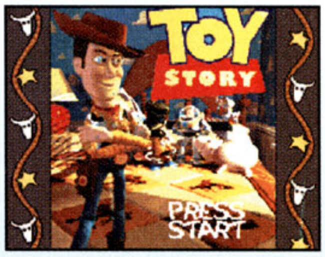
At the intro screens (where Rayman is collecting his body parts), **press Buttons 1, 3, 6, 4**. If you did the trick correctly, you will go to a game of Breakout.

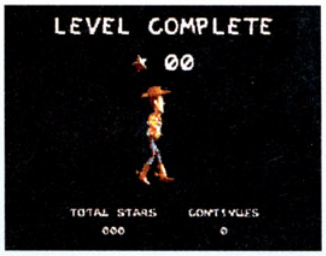
Sean McKay
Internet

Genesis

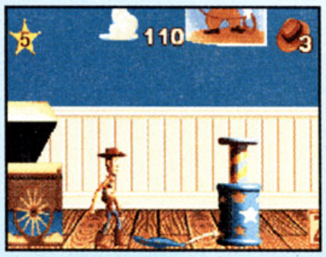
Toy Story

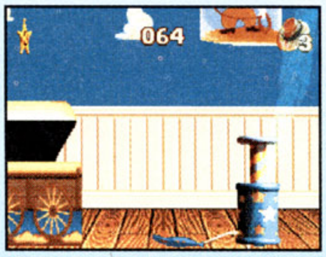
Level Skip and Invincibility


TOY STORY
PRESS START


LEVEL COMPLETE
00
TOTAL STARS
000
CONTINUES
0

Level skip: At the Press Start screen, **press Button A, Button B, Right, Button A, Button C, Button A, Down, Button A, Button B, Right, Button A**. Start a game and pause it. While the game is paused, press Button A to warp to the next level.





Invincibility: At the start of Level 2, collect seven stars and go back to the toy box at the beginning of the level. Jump in the box and crouch down until the star in the upper-left corner spins. You are now invincible.

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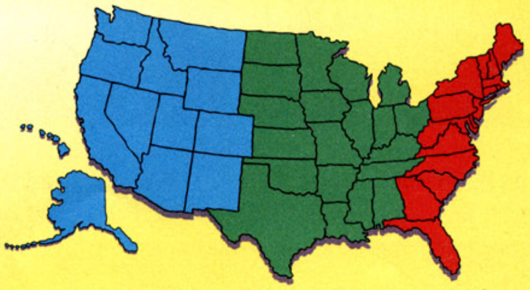

INDEX OF ADVERTISERS

Acclaim	C2, 1, 5, 51, 73
Accolade	2, 3, 75
Advance Productions	83
Blockbuster	77
Capcom	9-11, 26, 27, 60, 61, 114, 115
Chips & Bits	65
Crave	67
Fila Footwear	7
Fox Interactive	21
Funco Inc.	87
Interact	128, C3
Interplay	90, 91
Nintendo	15, 18, 19
Playmates	41
Sega	C4
Time Warner	55
Treasure Cove	97
Trimark Interactive	23
US Gold	71, 79
Vic Tokai	69
Williams Entertainment	4, 57
Working Designs	39

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Sega CD

The Adventures of Batman and Robin

Stage Skip

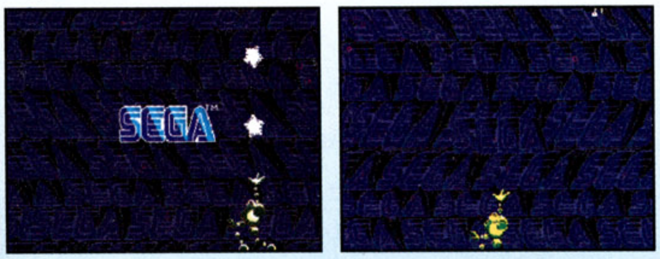
55
TIME
PAUSED

Pause during a game and **press Button B, Button A, Down, Button B, Button A, Down, Left, Up, Button C**. In addition to skipping the stage, you can also see all the animated cinemas.

Genesis

Vectorman

Logo Fun



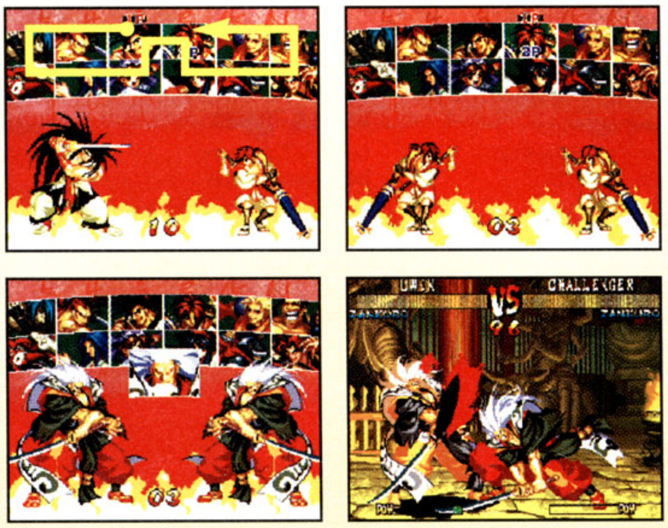
When the Sega logo appears, you can control Vectorman. Jump off the logo to the right and fire upwards – just to the right of the "A" in "Sega." When the hidden monitor explodes, jump up to it and get a hidden power-up. Now you can destroy the Sega logo when you shoot it.

Jim Threadgill
St. Louis, MO

Arcade

Samurai Shodown III

Boss Code



This cheat works in two-player games only. At the fighter-select screen, **hold Start** and move the cursor over the following characters starting at Haohmaru: **Genjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford, Shizmaru**. With the cursor on Shizmaru, wait until the timer reaches "03." When it hits "03," **simultaneously press Button A and Button B**. If you did the trick correctly, Zankuro's picture appears in the middle of the bottom row of selectable fighters. Now you can play as this boss character!

Anonymous

Anonymous

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Leave or pick up tips and cheats from some of the best gamers around!

- Press 1 **Sony PlayStation**
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OPTION 4

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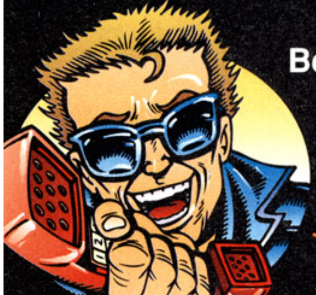

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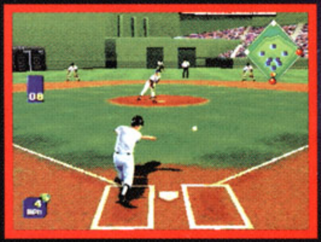

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